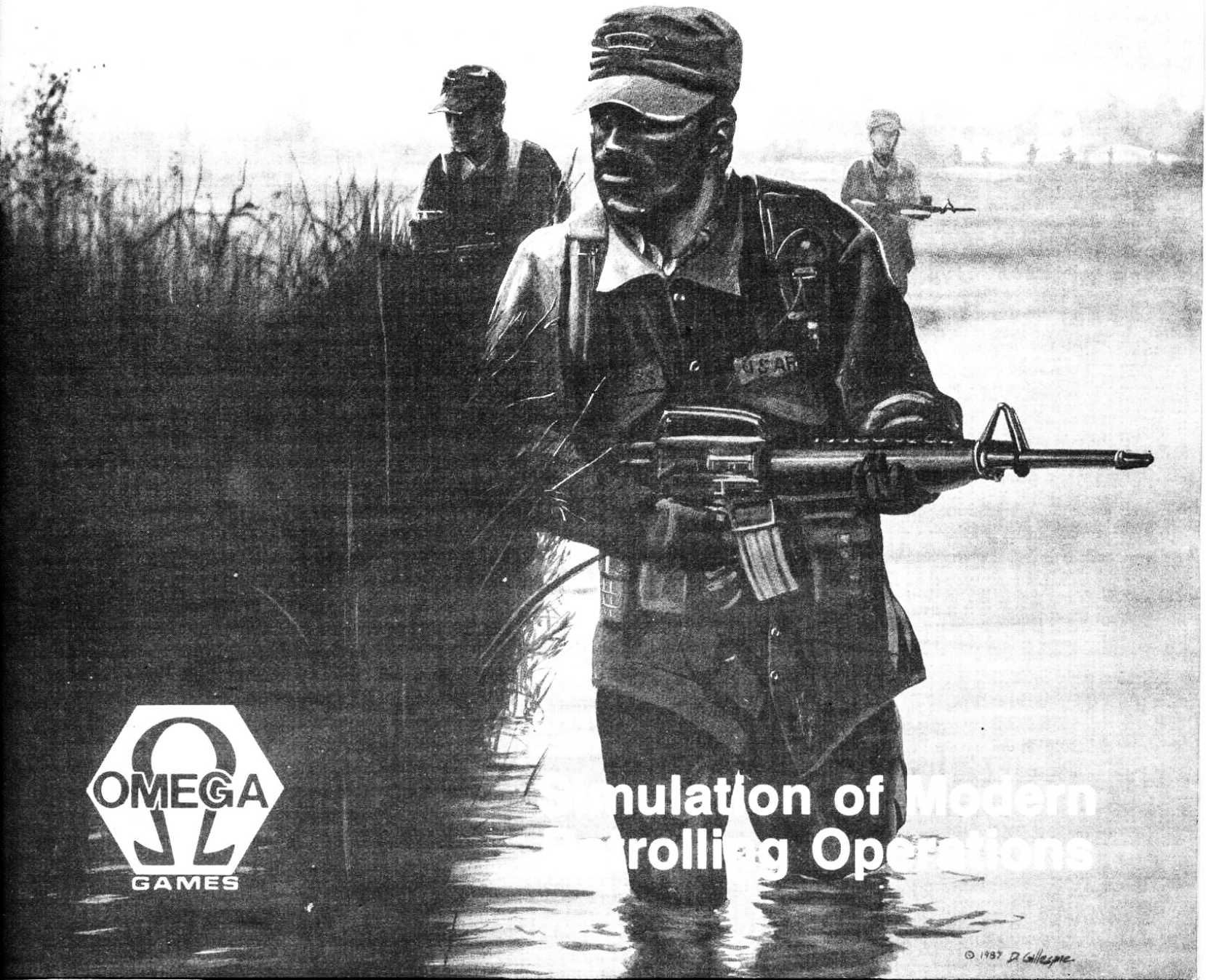
RANGER

Tactical Events Booklet



1 In accordance with your company commander's guidance, you have reported to the battalion tactical operations center. The battalion S2 and S3 brief you concerning your assigned mission. The mission briefing relates the enemy and friendly situations, your mission, other patrols' missions, special instructions, service support and communications instructions in great detail. Immediately after the conclusion of the mission briefing, you conduct as many coordinations with staff members as possible. Communications are better at the TOC and most key personnel are present. You are careful not to waste too much of your available time.

I. If conducting a single mission patrol (basic game), shuffle and invert all mission cards.
Draw one to determine the patrol's mission and special instructions.
If conducting an extended patrol, consult the Extended Patrolling Mission card to determine the mission.

II. Set up the Time section of the PRL.

III. Determine the initial Enemy Contact Level from the mission briefing.

IV. **Go to 2.**

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2 Upon returning to your command post, you begin the planning process. Analyzing your mission, you tentatively develop your plan. You quickly analyze the enemy and friendly situation, mission and terrain while beginning to develop your concept of the operation.

I. Plot the insertion/passage point, objective, extraction/passage point/patrol base and any friendly positions on the map. Plot an RRP, if applicable.

II. Select an objective rally point (ORP) within 500m of the objective.

III. Plot your intended route from the insertion/passage point to the ORP.
(Actions at the objective are plotted later.)
If using small boats for insertion, the insertion point is plotted in the gulf. Plot a route over water to a debarkation point. The land route is plotted from this debarkation point to the ORP.

IV. Plot your intended route from the ORP to the extraction point/RRP.
If using small boats, the extraction point is plotted in the gulf. Plot a land route back to the boats, then over water to the pick up point.

V. Plot up to 10 Target Reference Points on the map.

VI. Plot an alternate route if desired.
Plot up to three additional TRPs along the new route.

VII. **Go to 3.**

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3 Leaning against a tree, you formulate a tentative plan which utilizes all available information, troops, assets and, where possible, unit standard operating procedures. Using backwards planning, you determine the amount of time available for planning and preparations. You establish a time table for the patrol's planning phase. You delegate certain tasks to other members of the patrol to ensure the time table is met.

I. Analyze the mission to determine if the mission is a squad or platoon mission.
If a squad mission, go to II.
If a platoon mission, go to IV.

II. Select the first, second or third squad for the mission.
Augment the squad with a three man MG team.
The squad leader is the PL with the B team leader becoming the APL.

III. **Go to 4.**

IV. The entire platoon will be used for the mission.
(Reminder: The partisan is not part of the platoon.)

V. **Go to 4.**

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4 After finishing the tentative plan, you issue a warning order to your subordinates. The warning order covers the situation and mission as well as general and specific instructions. This order allows the patrol to begin preparations for the mission prior to the actual operations order.

I. Plan the patrol's task organization for actions at the objective.
The patrol is organized for movement on the PRL by standard squad and platoon organization.
Record the patrol's task organization by noting each Ranger's element in the PRL's margin.
Use the following abbreviations to record each Ranger's element in the margin next to his number: Surveillance (ST), Assault (A), Support (S), Recon (R), Right Flank Security (RFS), Left Flank Security (LFS) and Rear Security (RS).
If a recon patrol; select a surveillance team (2 men), 1 or 2 recon teams (2 men each) and up to 3 flank or rear security teams, (2-3 men or a MG team each.)
If a combat patrol; select a surveillance team (2 men), an assault element, a support element (the MG teams and an element leader) and up to 3 flank or rear

security teams (2-3 men each.) The assault element consists of the remaining Rangers. The surveillance team is also in the assault element.

II. Determine the available weapons from the TRC and assign each weapon to a Ranger. Note on the PRL. Record each Ranger's ammunition load on the PRL.

III. Determine the available equipment from the TRC and assign each item of equipment to a Ranger. Record on the PRL.

IV. Total the weight factors for each Ranger and compare with the load factor allowances listed on the PRL. Consult the TRC to determine each Ranger's speed level and record on the PRL. The speed of the patrol is the lowest speed level of an individual Ranger.

V. **Go to 5.**

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5 Coordination continues while planning the mission. You must ensure all details of the operation have been planned with the adjacent and supporting units. Several administrative tasks must also be coordinated. To maximize efficiency, some coordination tasks are assigned to subordinates. The APL supervises a test firing of the patrol's weapons. You conduct an extensive map recon using aerial photos and pictomaps. You complete your plan while the patrol continues preparations for the mission.

I. **Go to 6.**

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6 Assembling all members of the patrol, you issue an extensive operations order. The situation, mission, execution, service support, and command and signal instructions for the patrol are all explained. The execution paragraph is especially extensive. The concept of the operation, fire support plan and coordinating instructions are covered in great detail. Maximum use is made of sketchs, sand tables and chalkboards. Every Ranger is briefed fully on the plan as anyone may find himself as the patrol leader due to unforeseen circumstances.

I. **Go to 7.**

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7 After completing the operations order, you assemble the patrol for an initial inspection. The initial inspection is an extensive inspection used to determine the success of the patrol's preparations. You question the patrol members thoroughly and inspect their equipment in detail. You move the patrol to the designated rehearsal area to practice as many critical areas as possible. Each action is rehearsed to your satisfaction. Actions are rehearsed in order of importance to the mission.

I. Roll a die to determine the number of actions rehearsed.

Die Roll:	1	2	3	4	5	6
# of Areas:	3	6	9	12	14	16

II. Select the areas to be rehearsed. Record on the PRL.

III. Determine the type of insertion/infiltration from the mission card.
If airmobile insertion, **Go to 8.**
If airborne insertion, **Go to 16.**
If insertion by small boat movement, **Go to 20.**
If infiltrating by passage of lines, **Go to 27.**
If insertion by helicopter rappel, **Go to 28.**

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8 After completing rehearsals, you conduct a final inspection to check camoflague and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the marshalling area for the airmobile insertion. You ensure the load plan is followed. You prepare to execute the bump plan, if necessary. You contact the aircraft commander to determine the number of aircraft available.

I. Roll one die.

Die Roll:	1-5	6
Go to:	**9**	**10**

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9 The aircraft commander informs you sufficient aircraft are available to move the patrol in a single lift. The patrol quickly boards the UH60 Blackhawk utility helicopters. The crew chiefs on each aircraft assist the Rangers in securing their equipment. The aircraft engines rev as the lead bird lifts off the ground. The helicopters move in formation as they clear the trees, remaining low.

I. If daylight, **Go to 11.**
If during darkness, **Go to 12.**

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10 The aircraft commander informs you sufficient aircraft are not available to move the patrol in a single lift. The patrol follows the bump plan and the first lift quickly boards the UH60 Blackhawk utility helicopters. The crew chiefs on each aircraft assist the Rangers in securing their equipment. The aircraft engines rev as the lead bird lifts off the ground in a forward motion. The helicopters move in formation as they clear the trees, remaining low. The second lift awaits the return of the aircraft.

I. If daylight, **Go to 11.**
If during darkness, **Go to 12.**

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11 The aircraft hug the trees while the door gunners man their M60 machine guns. The treetops roar by as the formation speeds along at over 100 knots. You monitor the

aircrew's conversations on the spare headset while paying constant attention to the terrain to ensure proper navigation.

I. **Go to 13.**

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1 2 The helicopters roar through the darkness. You strain to identify landmarks as you monitor the conversations of the aircrew on the spare headset. The pilots' night vision goggles allow them to fly NOE during darkness. The trees loom out of the darkness as the formation moves toward the LZ.

I. **Go to 13.**

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1 3 The aircraft commander informs you the LZ is just ahead. This is confirmed by your navigation. You pass the word to the other Rangers in the helicopter by hand signals. The aircraft set down quickly in the open area designated as the LZ. The Rangers leap to the ground, run clear of the aircraft and hit the ground. The helicopters quickly lift off and clear the area.

I. Begin recording time at the start time.

II. If one lift, **Go to 14.**
If two lifts, **Go to 15.**

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1 4 The patrol moves to organize on the edge of the LZ at the designated assembly point. The sound of the departing helicopters fades. Element leaders quickly count heads and check security.

I. Mark the patrol's location at the LZ.
Move the patrol along the route until out of the open.
Establish a rally point.
Record the patrol's configuration as PERIM or STRGPT.

II. Roll two dice.

Dice Roll:	2-10	11	12
Go To:	**3 6**	**3 4**	**3 5**

Modifier: Add the ECL to the die roll

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1 5 The patrol moves to the edges of the LZ to establish a security position. The LZ must be secured until the arrival of the second lift. The patrol is tense and alert. You monitor the radio. You hear the distinctive sound of the lift's helicopters. You throw a green smoke grenade to signal a secure LZ. The helicopters arrive over the LZ flying NOE. As soon as the Rangers are out, the helicopters depart. The Rangers in both lifts converge on the assembly point.

I. Mark the patrol's location at the LZ.
Move the patrol along the route until out of the open.
Establish a rally point.
Record the patrol's configuration as PERIM or STRGPT.

II. Expend 15 minutes waiting for second lift.

III. Roll two dice.

Dice Roll:	2-10	11	12
Go To:	**3 6**	**3 4**	**3 5**

Modifier: Add the ECL to the die roll

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1 6 After completing rehearsals, you conduct a final inspection to check camoflague and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the marshalling site for the airborne insertion. As everyone rigs for the jump, you conduct final coordination with the aircraft commander. You and the APL conduct jumpmaster inspections of each Ranger and his equipment. After you have ensured everything is in order, you load the patrol on the aircraft.

I. **Go to 17.**

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1 7 The patrol files aboard the C130 Hercules aircraft. The Rangers take seats and adjust their equipment loads to maximize their comfort for the upcoming flight to the drop zone. The crew raises the cargo door in the rear of the aircraft as the bird begins moving. The aircraft taxis onto the runway and begins to pick up speed as it rolls down the strip. The aircraft lifts off the runway and climbs sharply. You settle back in your seat and continue concentrating on the upcoming mission.

I. **Go to 18.**

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1 8 The crew chief informs you the aircraft is about ten minutes out from the drop zone. You pass the warning to the patrol. As the plane nears the drop zone, jumpmaster instructions are issued and the patrol prepares to jump. Over the drop zone, the green light comes on and the patrol begins jumping from the two rear doors of the aircraft. You jump up and out to exit the door. You maintain a tight body position and count four. After the opening shock, you check your canopy and look for other jumpers around you. As you near the ground, you lower your equipment and look to the horizon. Upon hitting the ground, you execute a parachute landing fall. Releasing one of your risers, you collapse the chute and secure your equipment.

I. Begin recording time at the start time.

II. Roll two dice to determine if the patrol was scattered.

Die Roll:	2-4	5-12
Scattering:	Yes	No
Go to:	III	IV

III. Expend 15 minutes regrouping.

IV. Roll two dice to determine the patrol's casualties.

Die Roll:	2-10	11	12
# Casualties:	0	1	2

Modifier: +1 if scattering occurred.

V. **Go To 19.**

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19 The patrol organizes on the designated rally point and establishes a security perimeter. Element leaders quickly count heads and check security.

I. Mark the patrol's location at the DZ.
Move the patrol along the route until out of the open.
Establish a rally point.
Record the patrol's configuration as PERIM or STRGPT.

II. **Go to 36.**

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20 After completing rehearsals, you conduct the final inspection to check camoflague and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the embarkation point for the small boat movement. While the patrol is lashing all equipment down, you conduct the final coordination with the naval unit transporting you to the insertion point. Upon returning, you inspect the patrol to ensure the load plan has been followed and everything is secured properly.

I. **Go to 21.**

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21 The Rangers load their assault boats on the LCM and find positions for the ride to the insertion point. The LCM cranks up its diesel engines and pulls away from shore. The boat moves to the insertion point and lowers its ramp. The Rangers carry their boats to the forward edge of the ramp and lower them into the water. As the Rangers crawl into the boats, they take up their positions with oars at the ready. As the boats are full, they push away from the LCM and turn toward shore. The navigator follows the assigned azimuth intently.

I. Begin recording time at the start time.

II. Mark the patrol's location in the gulf.
Record the patrol's configuration as EMB.

III. Expend 15 minutes.

IV. **Go to 22.**

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22 Moving silently through the water, you are in the middle of the boat directly behind the navigator. The paddles of the Rangers straddling the inflated sides of the RB15 propel the boat forward.

I. Move the patrol 1000m toward the debarkation point.
Expend 15 minutes.

II. If daylight, **Go to 23.**
If during darkness, **Go to 24.**

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23 The shore looms ahead, but looks quiet and deserted. The navigator continues to ensure the patrol stays on the azimuth. The patrol approaches the shore.

I. Move the patrol 1000m toward the debarkation point.
Expend 15 minutes.

II. If the debarkation point is up the river, **Go to 25.**
If the debarkation point is on the beach, **Go to 26.**

---

24 The boats move through the darkness. The sound of the surf on the beach is audible. The navigator continues to ensure the patrol stays on the azimuth. The patrol approaches land.

I. Move the patrol 1000m toward the debarkation point.
Expend 15 minutes.

II. If the debarkation point is up the river, **Go to 25.**
If the debarkation point is on the beach, **Go to 26.**

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25 The boats enter the mouth of the river. The shore looks quiet and deserted. The navigator begins to follow the path of the river on the map. The Rangers continue paddling and remain alert. You monitor the patrol's progress.

I. Move 1000m toward the debarkation point.
Expend 15 minutes.

II. Roll two dice.

Result:	2-11	12
Go to:	III	**174**

Modifier: Add the ECL to the die roll.

III. If at the debarkation point, **Go to 26.**
If not, repeat I-III.

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26 The boats hit the shore and the Rangers slide over the side to get the boats ashore quickly. Security is established and the equipment is unlashed. The element leaders check personnel, equipment and security. The patrol prepares to move.

I. Mark the patrol's location at the debarkation point.
Establish a rally point.
Change the patrol's configuration to PERIM or STRGPT.

II. Expend 15 minutes.

III. **Go to 36.**

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2 7 After completing rehearsals, you conduct the final inspection to check camoflague and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the friendly forward unit to conduct forward passage of lines. You meet the guide at the pre-coordinated location. He takes the patrol to the initial rally point. After a final coordination with the forward unit commander, you have the guide lead the patrol out through the friendly positions. At the gap in the wire in front of the lines, the APL personally counts the members of the patrol. You leave the guide at the gap. The patrol quickly moves beyond friendly small arms range and conducts a security/listening halt. The patrol uses this time to become accustomed to the sights and sounds of the battlefield.

I. Begin recording time at the start time.

II. Plot an initial rally point (IRP) behind friendly lines.
Plot the patrol's position at the IRP.

III. Record the configuration as TR, TROW, BOW or FILE.

IV. Move the patrol through lines and along the route until 500m forward of friendly lines.
Establish a rally point.
Change the patrol's configuration to PERIM.

V. Expend 15 minutes.

VI. Roll two dice:

Dice Roll:	2-10	11	12
Go To:	**36**	**34**	**35**

Modifier: Add the ECL to the die roll.

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2 8 After completing rehearsals, you conduct the final inspection to check camoflague and ensure the correction of discrepancies from the initial inspection. After sterilizing the planning area, you move the patrol to the marshalling area for the helicopter rappel insertion. While the patrol rigs for rappelling, you conduct a final coordination with the aircraft commander. After ensuring each member of the patrol is properly rigged and ready for the operation, you prepare to load the patrol onto the helicopters.

I. **Go to 29.**

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2 9 The aircraft commander informs you sufficient aircraft are available to move the patrol in a single lift. The patrol quickly boards the UH60 Blackhawk utility helicopters. The crew chiefs on each aircraft assist the Rangers in securing their equipment. Each Ranger hooks into the anchor ring secured to the aircraft's floor. The aircraft engines rev as the lead bird lifts off the ground in a forward motion. The helicopters move in formation as they clear the trees, remaining low.

I. If daylight, **Go to 30.**
If during darkness, **Go to 31.**

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3 0 The aircraft hug the trees while the door gunners man their M60 machine guns. The treetops roar by as the formation speeds along at over 100 knots. You monitor the aircrew's conversations on the spare headset while paying constant attention to the terrain to ensure proper navigation.

I. **Go to 32.**

---

3 1 The helicopters roar through the darkness. You strain to identify landmarks as you monitor the conversations of the aircrew on the spare headset. The pilots' night vision goggles allow them to fly NOE during darkness. The trees loom out of the darkness as the formation moves toward the insertion point.

I. **Go to 32.**

---

3 2 The aircraft commander informs you the insertion point is just ahead. This is confirmed by your navigation. You pass the word to the other Rangers in the helicopter by hand signals. The aircraft comes to a hover over the trees and the Rangers drop their sandbags containing the ropes to the ground. The Rangers rappel out of the aircraft and reach the ground in a single bound. They quickly run clear of their ropes and move to their assembly point. The helicopters move out of the area.

I. Begin recording time at the start time.

II. Plot the patrol's position at the insertion point.
Establish a rally point.
Record the patrol's configuration as PERIM or STRGPT.

III. Expend 15 minutes.

IV. **Go to 33.**

---

3 3 The patrol moves to organize at the designated assembly point. The sounds of the departing helicopters fade. Element leaders quickly count heads and check security.

I. Roll two dice.

Dice Roll:	2-10	11	12
Go To:	**36**	**34**	**35**

Modifier: Add the ECL to the die roll.

---

34 During preparations to begin moving, an enemy force attacks the patrol from 9 o'clock. From a range of 300 meters, the enemy's fire is effective and heavy. The enemy has a 7.62 mm MG. You estimate his strength to be approximately 10 soldiers.

I. C1

II. The enemy strength factor is 10*.
*The enemy force has one MG.
Plot the enemy force on the map.
Increase the ECL by 2.

III. Expend 15 minutes.

IV. Roll one die.

Die Roll:	1-2	3-6
Go To:	V	VI

Modifiers: +1 for STRNGPT

V. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table E.
Modifiers:-1 if [2], [3], [5]; -1 if darkness,
Shift -1 if PERIM

VI. Decide your reaction.

Reaction:	R1	R2	R3	R4
Go To:	**140**	**136**	**132**	**143**

R5	R6	R13*
144	**111**	**55**

* R13 only available when passing through lines.

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35 During preparations to begin moving, an enemy force attacks the patrol from 2 o'clock. From a range of 800 meters, the enemy's fire is light and ineffective. The enemy has only small arms. You estimate his strength to be approximately 3 soldiers.

I. C2

II. The enemy strength factor is 3.
Plot the enemy force on the map.
Increase the ECL by 1.

III. Expend 15 minutes.

IV. Roll one die.

Die Roll:	1	2-6
Go To:	V	VI

Modifiers: +1 for STRNGPT

V. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table A.
Modifiers:-1 if [2], [3], [5]; -1 if darkness,
Shift -1 if PERIM

VI. Decide your reaction.

Reaction:	R1	R2	R3	R4
Go To:	**140**	**136**	**132**	**143**

R5	R6	R13*
144	**111**	**55**

* R13 only available when passing through lines.

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36 After ensuring all patrol members are prepared to move, you double check the primary compassman's azimuth. Everything seems in order and you are anxious to get out of the area. You give the order to move out. The patrol begins moving forward.

I. Change the configuration to TR, TROW, BOW or FILE.

II. Expend 15 minutes.

III. Roll two dice.

Dice Roll:	2-11	12
Go To:	**37**	**69**

Modifiers: -1 if [2], [3], [5].

---

37 You move along your route consulting your map.

I. If a security halt is desired, **Go to 50.**

II. Determine the type of terrain the patrol occupies.
(Halt movement if the patrol enters a different terrain type and **Go To 37.**)

Terrain	Go To:
Open	**38**
Road	**39**
Swamp	**40**
Wooded	**41**
Village	**42**

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38 Moving across an open area, the patrol's speed picks up. You scan the woodline for enemy movement. You detect none. You mentally formulate a call for fire in case you need it.

I. Roll two dice.

Dice Roll:	2	3-4	5-6	7-12
Go To:	**53**	**77**	**86**	**43**

Modifiers: +1 if BOW
-1 if previously in the open area, exite and returned
+1 if a partisan is with the patrol
Subtract the ECL from the die roll

3 9 Moving along the road, the patrol's rate of travel is high. You scan ahead for signs of enemy movement. You detect none. Looking at your map, you formulate a call for fire in case you need it

I. Roll two dice.

Dice Roll:	2-3	4	5	6	7-12
Go To:	**6 0**	**8 6**	**7 7**	**1 1 3**	**4 3**

Modifiers:-2 if moved by any road previously
-1 if during darkness
Subtract the ECL from the die roll

---

4 0 As the patrol moves through the swamp, movement is relatively slow and difficult. You remain aware of your location at all times. You scan constantly for enemy movement. You call for a headcount.

I. Roll two dice.

Dice Roll:	2	3-12
Go To:	**6 9**	**4 3**

Modifiers:-1 if a previous route has been within 100m of the present location
+1 if a partisan is with the patrol
Subtract the ECL from the die roll

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4 1 As the patrol moves through the wooded terrain, movement is not extremely difficult or slow. Scanning for enemy movement, you remain constantly aware of your location.

I. Roll two dice.

Dice Roll:	2-3	4-12
Go To:	**6 9**	**4 3**

Modifiers:-1 if a previous route has been within 100m of the present location
+1 if a partisan is with the patrol
Subtract the ECL from the die roll

---

4 2 The patrol is tense as you move through the village. Despite the threat of contact, movement is easy. You scan for enemy movement. You detect none. You formulate a call for fire in case it's needed.

I. Increase the ECL by 2.

II. Roll two dice.

Dice Roll:	2	3	4-5	6-7	8-12
Go To:	**1 2 6**	**8 6**	**1 1 3**	**7 7**	**4 3**

Modifiers:-1 if the patrol has been in the village previously
+1 if a partisan is with the patrol
Subtract the ECL from the die roll

---

4 3 The terrain surrounding the patrol is quiet. No enemy contact is encountered. The patrol continues to move under the load of their equipment.

I. Reduce ECL by 1.

II. Roll one die.
(Go to Paragraph or Section Indicated)

Die	Patrol's Configuration			
Roll	TR	TR O/W	B O/W	FILE
1	III*	III*	III*	III*
2	**4 6**	**4 5**	**4 4**	**4 6**
3	**4 7**	**4 6**	**4 4**	**4 6**
4	**4 8**	**4 7**	**4 4**	**4 7**
5	**4 8**	**4 8**	**4 5**	**4 8**
6	**4 9**	**4 9**	**4 5**	**4 9**

*If in open, swamp, village or on road; **Go to 45.**
Modifiers:-2 if in swamp or darkness (-1 if in FILE)
+1 if in open, in a village or on a road**
**+2 if FILE and on a road

III. Roll one die.

Die Roll:	2-4	5-12
Go To:	**5 6**	**4 5**

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4 4 The terrain is more difficult to negotiate than you expected. Using bounding overwatch, the platoon's movement is slow and tiring. The patrol continues to bound by element with the overwatch element alert and prepared to suppress any enemy forces.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-4	5-6
Distance (Day)	250m	500m	750m
Distance (Night)	100m	250m	500m

Modifiers: -1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
Establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

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4 5 The patrol's movement is slow and relatively tiring. The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1-3	4-6
Distance (Day)	500m	750m
Distance (Night)	250m	500m

Modifiers: -1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
Establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

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4 6 Movement is not overly tiring as the terrain is not difficult to negotiate. The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1-3	4-5	6
Distance (Day)	750m	1000m	1250m
Distance (Night)	500m	750m	1000m

Modifiers: -1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
Establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

---

4 7 Movement is not difficult as the terrain is not very thickly vegetated. The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1	2-3	4-6
Distance (Day)	1000m*	1000m	1250m
Distance (Night)	750m*	750m	1000m

*Roll again. Even roll indicates a break in contact.
Modifiers:-1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
If a break in contact has occurred, **Go to 54.**
If not; establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

---

4 8 The terrain is light and movement easy. The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1	2-3	4-6
Distance (Day)	1000m*	1000m	1250m
Distance (Night)	750m*	750m	1000m

*Roll again. Even roll indicates a break in contact.
Modifiers:-1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
If a break in contact occurred, **Go to 54.**
If not; establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

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4 9 The terrain is extremely light and movement very easy. The patrol continues to move.

I. Roll one die to determine the distance moved.

Die Roll	1-2	3-4	5-6
Distance (Day)	1000m	1250m	1500m
Distance (Night)	750m	1000m	1250m

Modifiers: -1 if in swamp, +2 in open or on road

II. Plot the patrol's new location on the map.
Establish a rally point, if desired.

III. Expend 15 minutes.

IV. **Go to 37.**

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5 0 You halt the patrol. Each Ranger moves to the nearest covered position and assumes a prone firing position behind it, facing out. The APL moves forward, checking security. He arrives at your position in the center of the cigar-shaped perimeter.

I. Change the patrol's configuration to PERIM.

II. Decide the action to be performed by the patrol.

Action:	Go To:
Recon for the ORP*	**1 0 1**
Reorganize (or recover casualties*)	**1 3 7**
FRAGO-Route	**1 3 0**
Recon for the patrol base*	**1 1 0**
Recon for the RRP*	**1 4 1**
Cross a trail*	**5 8**
Request mission abort	**7 0**
Request extraction*	**7 4**
Dispose of casualties	**8 9**
Prepare for SBO*	**8 8**
Cross a stream*	**1 5 0**
Attempt a partisan link-up*	**1 3 5**
Request a time extension (may only be requested once)	**6 1**
None, all actions are complete	**5 2**

*Patrol must be within 500m of the proper location.

---

5 1 In the center of the cigar-shaped perimeter, you quickly check security visually. Each man is alert and properly positioned.

I. Decide the next action to be performed by the patrol.

Action:	Go To:
Recon for the ORP*	**1 0 1**
Reorganize (or recover casualties*)	**1 3 7**
FRAGO-Route	**1 3 0**
Recon for the patrol base*	**1 1 0**
Recon for the RRP*	**1 4 1**
Cross a trail*	**5 8**
Request mission abort	**7 0**

Request extraction*	**7 4**
Dispose of casualties	**8 9**
Prepare for SBO*	**8 8**
Cross a stream*	**1 5 0**
Attempt a partisan link-up*	**1 3 5**
Request a time extension (may only be requested once)	**6 1**
None, all actions are complete	**5 2**

*Patrol must be within 500m of the proper location.

---

5 2 You give the hand and arm signal to the point man to move out. The patrol begins to move forward along the proper azimuth. You take your position in the formation as the APL assures security in the rear.

I. Change the configuration to TR, TROW, BOW or FILE.

II. **Go to 37.**

---

5 3 The patrol is moving. As you turn to ask for a pace count, the patrol comes under fire. The heavy volume small arms fire comes from 10 o'clock and a range of 500 meters. You estimate about 10 soldiers with only small arms.

I. C6

II. The enemy strength factor is 25*.
* The enemy has one MG.
Plot the enemy force on the map.
Increase the ECL by 2.

III. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table C.
Modifiers:-1 if [11], -2 if during darkness
+3 if the patrol is in the open or on road
-1 if the patrol is in the swamp
+2 if TR or FILE, Shift -2 if BO/W

IV. Expend 15 minutes.

V. Decide your reaction.

Reaction:	R2	R3	R4	R6
Go To:	**1 3 6**	**1 3 2**	**1 4 3**	**1 1 1**

R7	R10	R11	R12
1 1 8	**7 6**	**7 9**	**9 6**

---

5 4 As you continue to move, you send back the hand and arm signal for the patrol to send up a headcount. Before the headcount reaches you, your RTO informs you there is a break in contact in the patrol. You halt the patrol. Those Rangers still with the patrol move to the nearest cover and assume a prone firing position. The patrol's security checked, you move back down the formation to attempt to regain contact with the remainder of the patrol.

I. Roll one die to determine the effects of the break.

Die Roll:	Effect:
1-2	Contact regained. Expend 15 minutes.
3-4	Contact regained. Expend 30 minutes.
5	Patrol falls back to the last RP
6	Patrol falls back to the last RP Roll one die. Lose the indicated number of Rangers with all equipment. Lose the last Rangers in formation.

II. If contact was regained, **Go to 37.**
If the patrol fell back to the last RP, **Go to 96.**

---

5 5 Under fire and pinned down while attempting to pass through friendly lines, you have decided to withdraw back to the IRP through the gap in the wire. Giving the commands to your subordinates, you direct the patrol to begin disengaging from contact.

I. Determine the patrol's casualities.
Execute an enemy attack.

Type of Contact:	C1	C2
Attack Table:	C	B

Modifiers: -1 if during darkness, -1 if [2].
+2 if no MGs with the patrol.

II. Return the patrol to the IRP behind friendly lines.

III. Expend 15 minutes.

IV. Expend 1 ammo factor per M16, M203 and M60.

V. Roll one die.

Die Roll:	1	2-3	4-5	6
Go To:	**6 8**	**7 5**	**9 2**	**9 8**

Modifier: Add the ECL to the die roll.

---

5 6 During movement, the point man halts the patrol. Each Ranger moves to the nearest cover and assumes a prone firing position. You move to the head of the patrol. The point man directs your attention to the terrain in front of him. It is not the type of terrain you expected from your map recon.

I. Roll one die.

Die Roll:	1	2	3	4	5	6
Go To:	**1 7 8**	**6 2**	**6 5**	**7 2**	**8 0**	**6 7**

5 7 The TOC informs you an extension of time for your mission has been granted. You are instructed no further delay can be allowed. You quickly adjust your time schedule as necessary and disseminate the information to the patrol.

I. Add 3 hours (180 minutes) to the length of the mission.
(Add to all remaining time deadlines.)

II. **Go to 51.**

---

5 8 From the point man's position, you scan the trail to your front. You observe no enemy activity in any direction. The APL arrives at your location with the Rangers designated to provide flank security. The flank security teams are emplaced. The far side is reconned and secured. The patrol begins crossing the road.

I. Roll one die to determine the time expended.

Die Roll:	1	2	3-6
Minutes:	15	15	0
Go To:	II	**71**	**71**

Modifiers: +1 if [6]

II. Roll one die.

Die Roll:	1-4	5-6
Go To:	**71**	**91**

Modifier: Add the ECL to the die roll. -1 if [6].

---

5 9 During movement, the APL moves up to your position and informs you the patrol is being pursued by an enemy squad. They are directly to your rear at 6 o'clock and about 500 meters back. He believes the force contains about 10 soldiers. You realize they probably have at least one 7.62 mm MG.

I. The enemy strength factor is 10*.
*The enemy force has one MG.
Plot the enemy force on the map.
Increase the ECL by 1.

II. Decide your reaction.

Reaction:	R11	R14	R15
Go To:	III	**100**	**119**

III. Roll one die.

Die Roll:	1-3	4-6
Go To:	**64**	**81**

---

6 0 During movement, your flank suddenly explodes in a combination of claymore mines and small arms fire. The enemy positions are about 30 meters at 3 o'clock. The enemy's volume of fire is overwhelming. Your position is receiving heavy, accurate fire.

I. C7

II. The enemy strength factor is 32*.
*The enemy force has one MG.
Plot the enemy force on the map.

III. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table I.
Modifiers:-1 if [10]; Shift +1 if TR or FILE;
Shift +3 if on a road; Shift -2 if BOW
Shift +5 if a platoon

IV. Expend 15 minutes.

V. Decide your reaction.

Reaction:	R2	R4	R6	R7	R10	R11
Go To:	**136**	**143**	**111**	**118**	**76**	**79**

---

6 1 You radio the TOC and relay an encoded message requesting a time extension for the mission.

I. Roll one die.

Die Roll:	1-3	4-6
Go To:	**57**	**66**

---

6 2 From the point man's position, you observe a small open area to your front. Scanning it, you observe no enemy activity. The APL arrives at your location.

I. Decide your plan to negotiate the open area.

Decision:	Go To:
By-pass it	**104**
Cross it	II

II. Roll one die.

Die Roll:	1-3	4-6
Go To:	**78**	**69**

Modifier: Add the ECL to the die roll.

---

6 3 You observe an enemy force of about 15 soldiers with a 7.62mm MG 500m away at 11 o'clock, moving away from the patrol. They have not seen the patrol.

I. C12

II. The enemy strength factor is 15*.
*The enemy force has one MG
Plot the enemy force on the map.
Increase the ECL by 1

III. Decide your reaction.

Reaction:	R2	R3	R8	R9
Go To:	**136**	**132**	**83**	**127**

---

6 4 While continuing to move, the patrol is attacked from

the rear. The enemy is at 6 o'clock. At a range of 150m, the enemy has 10 soldiers and a 7.62mm MG. The patrol seeks cover. Those in position to do so, begin to return fire.

I. C3

II. The enemy strength factor is 10.
*The enemy force has one MG
Plot the enemy force on the map if not already plotted.
Increase the ECL by 1

III. Determine the patrol's initial casualties.
Execute one enemy attack on Attack Table B.
Modifiers:-1 if in swamp; -1 if night;
+2 if in open or on road;
Shift +1 if TR or FILE

IV. Roll one die to determine the enemy's reaction.

Die Roll:	1-3	4-6
Enemy's Action	Breaks Contact	Continues to Attack
Go To:	**81**	V

V. Decide your reaction:

Reaction:	R2	R3	R4	R5	R6	R7
Go To:	**136**	**132**	**143**	**144**	**111**	**118**

---

65 The point man has encountered an area of swamp to his front. The map does not show this area, therefore, you cannot determine its actual size. You decide to continue and instruct the point man to move forward. One by one, the Rangers enter the swamp; moving cautiously in the knee deep water to maximize noise discipline. The swamp is not very wide. Soon you are on the far side. You feel certain you are correct in your navigiation. The patrol presses on.

I. Expend 30 minutes.

II. **Go to 37.**

---

66 The TOC informs you no time extension is possible. You must maintain your time schedule. You realize other factors have priority. You will not request another extension. You quickly adjust your time schedule where possible.

I. **Go to 51.**

---

67 From the point man's position, you observe an area of deadfall. The trees in the area are all fallen. The limbs and branches are completely entwined. The APL arrives at your location.

I. Decide your plan to negotiate the deadfall area.

Decision:	Go To:
By-pass it	**104**
Cross it	**146**

---

68 As the patrol returns to the IRP, the Rangers re-occupy their positions. The APL checks security while you prepare to coordinate with the FFU and the TOC for instructions. The enemy force is quickly defeated by the FFU and withdraws from the area. You are instructed to conduct passage of lines through the FFU again immediately. You issue a FRAGO before moving out.

I. Expend 60 minutes.

II. **Go to 27**, III.

---

69 During movement, you are scanning the area for enemy activity. The patrol continues to move.

I. Roll two dice.

Dice Roll:	2	3	4	5	6-8	9	10-12
Go To:	**60**	**113**	**53**	**77**	**126**	**64**	**37**

Modifers: -3 if on road; -2 if in village;
-1 if in open; +1 if in woods;
+2 if in swamp
Subtract the ECL from the die roll

---

70 Due to the tactical situation, you have decided to request permission to abort the mission you have been assigned. Encoding your request, you transmit it to the TOC.

I. Expend 15 minutes

II. Roll two dice.

Dice Roll:	2-11	12
Go To:	III	**86**

Modifers: -1 if secure radios are carried.

III. Roll one die to determine the TOC's instructions.

Die Roll:	1-3	4-6
Instructions:	Abort	Continue Mission
Go To:	IV	**82**

Modifiers: -1 if 50% of personnel are K or W.

IV. Plot a new extraction point for pick-up by helicopters.
Plot a new route to the extraction point.

V. **Go to 51.**

---

71 After most of the main body of the patrol has crossed to the far side, you race across. The APL remains on the near side to supervise. The patrol is in a security perimeter on the far side. After the entire patrol has crossed, the security teams also cross. The entire patrol

is consolidated. You instruct the point man to move out.

I. Move the patrol across the road.

II. **Go to 37.**

---

7 2 From the point man's location, you observe an area of heavier vegetation than expected. You motion him forward. The patrol continues moving. You are certain of your navigation, but will look for any sign indicating the patrol is off course. The unexpected vegetation thins out again in a few hundred meters.

I. Expend 15 minutes.

II. **Go to 37.**

---

7 3 The patrol is in the kill zone of an enemy near ambush. Heavy, accurate fire is inflicting severe losses on the patrol. You have decided on a course of action and issue the instructions to the patrol. As the patrol attempts to escape the trap, the enemy machine guns and anti-personnel mines take heavy losses. The enemy force has sealed off their kill zone effectively. As the members of your patrol are hit, you also become a casualty. The bullets tear into your chest. You collapse in agony as you lose consciousness.

I. All Rangers become casualties.
Determine the seriousness of each Ranger's wounds.
(Use the Casualty Level Table)
Modify the die roll by +2.

II. If a Recon patrol, **Go to 216.**
If a Combat patrol, **Go to 217.**

---

7 4 Having reached the plotted extraction point, you request extraction by transmitting the proper codeword.

I. Determine the time until extraction*.

Die Roll:	1	2	3	4	5	6
Minutes:	30	60	90	120	150	180

*Use the end time if less than the result.

II. Record extraction time on PRL.

III. **Go to 85.**

---

7 5 As the patrol returns to the IRP, the Rangers re-occupy their positions. The APL checks security while you prepare to coordinate with the FFU and the TOC for instructions. The enemy force is quickly defeated by the FFU and withdraws from the area. You are instructed to move to another gap in the wire and conduct passage of lines through the FFU again ASAP.

I. Move the patrol 1000m to the left along the FFU's lines.
Change the patrol's configuration to PERIM.

II. Expend 60 minutes.

III. **Go to 27, II.**

---

7 6 The patrol is under fire. You have decided to continue moving under fire. Giving the commands to your subordinates, the patrol resumes movement.

I. Determine the patrol's casualites.
Execute an enemy attack.

Range to enemy:	0-50m	51-500m	501-1000m	1001m+
Attack Table:	K*	G	D	B

* Shift +5 if a platoon,
Modifiers:-1 if [T]
(Note: C16 (C17, C18, C19) occurs at 0m.)

II. Expend 15 minutes.

III. If C7, **Go to 73.**

IV. Move the patrol 300m along your route.
Add 300m to the range to the enemy force.
(C16 range remains 0.)

V. If the range to the enemy is greater than 1000m, roll one die to attempt to break contact.

Die Roll:	1-2	3-6
Go To:	VI	160

VI. Type of Contact:

	C6	C8	C17	C18	C19
Go To:	151	106	90	99	105

---

7 7 The patrol is moving. You grab the shoulder straps of your rucksack and adjust your load. As you turn to give the hand and arm signal for a pacecount, two single shots ring out. The patrol hits the ground and scrambles for cover. A sniper is at 10 o'clock and 300m.

I. C8

II. The enemy strength factor is 2*.
*The enemy is a sniper.
Plot the enemy force on the map.
Increase the ECL by 2.

III. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table B.
Modifiers:-1 if night; Shift -1 if BOW;
Shift +2 if FILE, on road or in a village

IV. Expend 15 minutes.

V. Decide your reaction.

Reaction:	R2	R3	R4	R5
Go To:	**136**	**132**	**143**	**144**

	R6	R7	R10	R11
	111	**118**	**76**	**79**

---

78 The patrol reaches the far side of the small open area without incident. You double check your azimuth as the patrol continues to move along the route.

I. **Go to 37.**

---

79 You have decided to continue moving at an increased speed. You give the command to your subordinates. The patrol continues to move.

I. Determine the patrol's casualties.
Execute an enemy attack.

Range to enemy:	0-50m	51-500m	501-1000m	1001m+
Attack Table:	K*	F	D	B

* Shift +5 if a platoon

Modifiers: -1 if [T]

(Note: C16 (C17, C18, C19) occurs at 0m.)

II. Expend 15 minutes.

III. If C7, **Go to 73.**

IV. Move the patrol 500m along your route.
Add 500m to the range to the enemy force.
(C16 range remains 0.)

V. If the range to the enemy is greater than 1000m, roll one die to attempt to break contact.

Die Roll:	1-2	3-6
Go To:	VI	**160**

VI. Type of Contact:

	C6	C8	C17	C18	C19
Go To:	**151**	**106**	**90**	**99**	**105**

---

80 From the point man's location, you observe an unexpected village. You see no movement or enemy activity. Regardless, you will avoid the village. The patrol uses the offset bypass method to work its way around the village. The village is small and appears deserted. Upon reaching the other side of the village, the patrol resumes moving along the original azimuth. You are certain of your navigation, but will look for any sign indicating the patrol is off course.

I. Expend 30 minutes.

II. **Go to 37.**

---

81 The patrol has broken contact from the enemy. You quickly continue moving to prevent the enemy from re-establishing contact again.

I. Decrease the ECL by 1.

II. **Go to 51.**

---

82 Having been instructed to continue your mission regardless of the current situation, you quickly prepare to continue moving.

I. **Go to 51.**

---

83 During a chance contact, you have decided to lay down and wait for the enemy to pass. The patrol is alert.

I. If C12 or C13, go to III.

II. If C11, roll one die.

Die Roll:	1-4	5-6
Go To:	**122**	III

Modifiers: +2 if night; +1 if [T]

III. Expend 15 minutes.

IV. **Go to 93.**

---

84 You observe an enemy force of about 10 soldiers moving across the front of the patrol. The enemy has only small arms weapons. The enemy is moving left to right perpendicular to your route. They have not seen the patrol. The enemy is at 1 0'clock and 200m.

I. C13

II. The enemy strength factor is 10.
Plot the enemy force on the map.
Increase the ECL by 1.

III. Decide your reaction.

Reaction:	R2	R3	R8	R9
Go To:	**136**	**132**	**83**	**127**

---

85 The patrol occupies a security perimeter while awaiting extraction. The Rangers remain highly alert to prevent an enemy force from surprising the patrol. The RTO monitors the radio for any change in the tactical situation.

I. Expend 30 minutes.

II. Roll two dice.

Die Roll:	2	3-12
Go To:	**159**	III

Modifiers:+1 if [4]

Subtract the ECL from the die roll.

III. If extraction time reached, **Go to 175.**
If not, **Go to 85.**

---

8 6 The tell-tale whistling of incoming ordnance is heard by the patrol. All of the Rangers fall to the ground immediately.

I. C16

II. Increase the ECL by 1.

III. Roll one die.

Die Roll:	1-2	3-4	5-6
Go To:	**90**	**99**	**105**

---

8 7 The enemy force continues firing at the patrol. The patrol has not returned fire yet. As the enemy fire continues, the patrol begins to return fire and move to better individual positions.

I. Change the patrol's configuration to ASSLT.

II. **Go to 151.**

---

8 8 The patrol has arrived at the embarkation point for the small boat movement. The patrol establishes security and the boat teams move to the camoflagued boats. The teams quickly begin preparing the boats. All equipment is lashed securely. You ensure the patrol breaks down by the load plan for the boat movement. When the boats are readied, you give the patrol instructions to move to their boats. The Rangers carry the boats to the water's edge. After the boats are in the water, the Rangers quickly climb aboard and assume their positions. As the patrol begins paddling, the coxswain steers the boat away from shore.

I. Change the patrol's configuration to EMB.

II. Expend 30 minutes.

III. Roll two dice.

Dice Roll:	2-11	12
Go To:	**102**	**97**

Modifiers:-1 if [18]

Add the ECL to the die roll.

---

8 9 Due to the tactical situation, you have decided to dispose of some casualties.

I. Choose a method for disposing of the casualties.

Method:	Go To:
Leave the casualties at present location	II
Return and recover abandoned casualties (issue a FRAGO and change route)	**130**
Bury the casualties	**142**
Request a medevac for the casualties	**95**

II. Indicate the casualties' location on the map.
Ensure the number of each casualty is noted.
Indicate on the PRL which casualties were left.
Leave a security force if desired.

III. Expend 15 minutes.

IV. **Go to 51.**

---

9 0 Artillery rounds impact the patrol's position. The Rangers hug the ground as the rounds explode with a deafening thunder.

I. C17

II. Determine the patrol's casualties.
Execute an enemy attack on Attack Table D.
Modifiers:-1 if [8]; Shift +2 if TR, FILE, EMB;
Shift -3 if BOW, PERIM, STRNGPT;
Shift +3 if a platoon

III. Expend 15 minutes.

IV. Decide your reaction.

Reaction:	R1	R6	R7	R10	R11	R12
Go To:	**140**	**111**	**118**	**76**	**79**	**96**

---

9 1 During the crossing of a trail, you are at the crossing point supervising the actions of the patrol. The right flank security team calls on the radio. The team leader informs you an enemy vehicle is approaching. You hurriedly order your patrol to seek cover and concealment.

I. Roll one die.

Die Roll:	1-5	6
Go To:	**176**	**158**

Modifiers:-1 if night; -1 if [T]

---

9 2 As the patrol returns to the IRP, the Rangers re-occupy their positions. The APL checks security while you prepare to coordinate with the FFU and the TOC for instructions. The enemy force is quickly defeated by the FFU and withdraws from the area. You are instructed to move to another gap in the wire and conduct passage of lines through the FFU again ASAP.

I. Move the patrol right 1000m along the FFU's lines.
Change the patrol's configuration to PERIM.

II. Expend 60 minutes.

III. **Go to 27, II.**

---

9 3 The patrol maintains its positions and allows the enemy to pass. The enemy force moves out of the area without detecting the patrol. The Rangers remain tense until the enemy is clear of the area.

I. If awaiting extraction, **Go to 85.**
If not, **Go to 37.**

---

9 4 As the enemy withdraws, you have decided to pursue him for the purpose of maintaining contact. The patrol moves out following the route of the enemy force. The point team observes all techniques of tracking to ensure they stay on the trail. The patrol moves quickly, but cautiously, after the enemy.

I. Change the configuration to TR, TROW, BOW or FILE.

II. Expend 15 minutes.

III. Roll one die.

Die Roll:	1-2	3-4	5-6
Go To:	**166**	**156**	**161**

Modifiers:-3 if BOW, +1 if FILE

---

9 5 The TOC has instructed you that a medevac will be conducted to extract your casualties.

I. If in a swamp, **Go to 129.**

II. Remove all W and K Rangers as desired.
Equipment may be reorganized.

III. Expend 15 minutes.

IV. **Go to 51.**

---

9 6 Having been dispersed, the members of the patrol fall back individually to the last rally point established. The senior surviving Ranger organizes a security perimeter. After waiting the pre-designated period of time, the senior Ranger present takes charge. He begins to assess the situation while awaiting the arrival of other Rangers.

I. Change the patrol's configuration to DIS.

II. Move the patrol back to the last RP established.

III. All W and K Rangers are permanently eliminated with all equipment.

IV. Determine the time expended per 1000m to the RP.

Die Roll:	1-2	3-4	5-6
Minutes:	15	30	60

Modifiers:+2 if in swamp

V. Expend the required time.

VI. Change the patrol's configuration to PERIM.
Decrease the ECL by 1.

VII. **Go to 139.**

---

9 7 As the patrol begins to paddle, the boats come under small arms fire. The fire is ineffective. The boats begin to move faster as the Rangers paddle more rapidly. As the boats move forward, the firing becomes less effective and finally ceases completely.

I. Increase the ECL by 1.

II. Execute an enemy attack on Attack Table C.

III. **Go to 102.**

---

9 8 As the patrol returns to the IRP, the Rangers re-occupy their positions. The APL checks security while you prepare to coordinate with the FFU and the TOC for instructions. The enemy force is quickly defeated by the FFU and withdraws from the area. You are instructed to wait and conduct passage of lines through the FFU again.

I. Change the patrol's configuration to PERIM.

II. Expend 3 hours (180 minutes).

III. **Go to 27, III.**

---

9 9 Mortar rounds impact the patrol's position. The Rangers hug the ground as the rounds explode.

I. C18

II. Determine the patrol's casualties.
Execute an enemy attack on Attack Table C.
Modifiers:-1 if [8]; Shift +2 if TR, FILE, EMB;
Shift -2 if BOW, PERIM, STRNGPT;
Shift +3 if a platoon

III. Expend 15 minutes.

IV. Decide your reaction.

Reaction:	R1	R6	R7	R10	R11	R12
Go To:	**140**	**111**	**118**	**76**	**79**	**96**

---

100 You have decided to drop off a portion of the patrol to perform as a hasty ambush on the enemy force pursuing the patrol. You leave the ambush force and continue moving to lure the enemy into the kill zone.

I. Designate an ambush element of up to 1/2 of the patrol. Record on the PRL.

II. Mark the ambush at the patrol's present location.

III. Move the remainder of the patrol 1000m on the route. Change the patrol's configuration to ASSLT.

IV. Expend 15 minutes.

V. **Go to 172.**

---

101 The patrol has halted short of the intended ORP. The APL arrives at your location. You issue a contingency plan and depart with a security party to recon for the ORP.

I. Expend 30 minutes.

II. Roll one die.

Die Roll:	1-5	6
Go To:	**145**	**107**

---

102 The patrol moves silently through the water in the assault boats. The navigator is following the boat's progress on his map. The M60 machine gun is manned at the front of the boat. The patrol is alert while paddling. You monitor the patrol's actions during movement while keeping an eye on your map to ensure proper navigation.

I. Move the patrol 1000m along its route.
Expend 15 minutes.

II. Roll two dice.

Result:	2-11	12
Go To:	III	**174**

Modifier: Add the ECL to the dice roll.
-3 if out of the river and in the gulf.

III. If at the debarkation point, **Go to 26.**
If at the pick-up point, **Go to 112.**
If not, repeat I-III.

---

103 You observe an enemy force of about ten soldiers moving directly at the patrol. The enemy is at a range of 150m at 11 o'clock. They have not seen the patrol.

I. C11

II. The enemy strength factor is 10*.
*The enemy force has one MG.
Plot the enemy force on the map.

III. Decide your reaction.

Reaction:	R2	R3	R7	R8	R9
Go To:	**136**	**132**	**118**	**83**	**127**

---

104 The patrol follows a 90 degree offset azimuth to avoid the area, then resumes moving. After bypassing the obstacle, the patrol follows the opposite azimuth to return to the original route. Normal movement is resumed.

I. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	15	30	60

Modifiers:+2 if night.

II. **Go to 37.**

---

105 Inaccurate rockets impact the patrol's general area. The Rangers seek cover as the rockets explode.

I. C19

II. Determine the patrol's casualties.
Execute an enemy attack on Attack Table B.
Modifiers:-1 if [8]; Shift +3 if TR, FILE, EMB;
Shift -1 if BOW, PERIM, STRNGPT;
Shift +2 if a Platoon

III. Expend 15 minutes.

IV. Decide your reaction.

Reaction:	R1	R6	R7	R10	R11	R12
Go To:	**140**	**111**	**118**	**76**	**79**	**96**

---

106 The sniper continues to fire on the patrol. The enemy fire is effective.

I. Decide your reaction.

Reaction:	R2	R3	R4	R5
Go To:	**136**	**132**	**143**	**144**

	R6	R7	R10	R11
	111	**118**	**76**	**79**

---

107 The ORP is unsuitable for use. You move back to the patrol and consult your map. You select a new ORP location and issue a FRAGO. You prepare to recon the new ORP location.

I. Plot a new ORP within 1000m of the objective.

II. **Go to 101.**

---

108 Turning the boats directly at the enemy, the embarked Rangers that are able open fire. With MGs firing, the boats move directly toward the enemy. The boats are under enemy fire.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C4	C5
Attack Table:	F	J

Modifier: Shift +5 if a platoon.

II. Determine enemy losses.
Execute one friendly attack.
(Only M60 MGs may be used.)
Expend 1 ammo factor per weapon fired.
Reduce the enemy strength factor by the result.

III. Expend 15 minutes.

IV. If the enemy strength is 0 (or less), **Go to 102.**

V. **Go to 169.**

---

109 Waiting at the rally point, you decide to search the immediate area for any lost Rangers that may be nearby. The patrol maintains its perimeter while you select and brief the recon and security team to conduct the search.

I. Expend 15 minutes.

II. Roll one die.

Die Roll:	1-4	5-6
Go To:	III	IV

III. Restore all Rangers, except K and W casualties, lost in falling back to the rally point (with equipment.)
Go to 51.

IV. The search is unsuccessful.
Decide whether or not to continue searching.

Decision:	Yes	No
Go To:	**109**	**51**

---

110 You have halted the patrol short of the intended patrol base. The APL ensures security as he moves to your location. You issue a contingency plan and depart with a security party to recon for the patrol base.

I. Expend 30 minutes.

II. Roll one die.

Die Roll:	1-5	6
Go To:	**148**	**117**

---

111 You shout the command to disengage the patrol by the clock method. Each Ranger relays the instructions. The patrol begins moving in the appropriate direction as the enemy fire permits.

I. Change the patrol's configuration to DIS.

II. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C16	C7	C6	C2,C3 C8	C1 C15
Attack Table:	A	K*	D	C	I*

* If the patrol is a platoon, shift +5
Modifiers: -1 if [T];
-2 within 1000m of TRP (unless C16)
(Note: C16 includes C17, C18, C19.)

III. Expend 15 minutes.

IV. If C7, **Go to 73.**

V. Move the patrol 300m in any direction.
(In any direction away from any enemy force)
Add 300m to the range to the enemy.
(C16 range remains 0m.)

VI. Roll one die.

Die Roll:	1-4	5	6
Go To (C16):	**179**	**179**	VII
Go To (All Others):	**179**	VII	VII

Modifier: -2 if second R6 used during this contact.

VII. Type of Contact:	C8	C1,C2,C3 C6,C15	C17	C18	C19
Go To:	**106**	**151**	**90**	**99**	**105**

---

112 The patrol arrives at the pick-up point and rests paddles. Contact is made with the boat conducting the pick-up and the patrol awaits its arrival. The link-up with the boat is completed and the patrol is loaded aboard with its boats and equipment. The boat resumes moving. The patrol is returned to friendly territory for debriefing, resupply and refit.

I. If a Recon patrol, **Go to 216.**
If a Combat patrol, **Go to 217.**

---

113 During movement, you find the patrol is at the edge of a minefield.

I. C9

II. Increase the ECL by 1.
Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table C.

III. Decide your plan.

Decision:	Go To:
Breach minefield	**149**
By-pass minefield	**104**

---

114 The RRP is unsuitable for use. You move back to the patrol and consult your map. You select a new RRP location

and issue a FRAGO. You prepare to recon the new RRP.

I. Plot a new RRP within 500m.
Expend 30 minutes.

II. **Go to 141.**

---

115 Lying in wait in a hasty ambush position, you are alert and ready. The Rangers to your right and left are equally ready. The RTO has given you the handset of the radio. All members of the patrol lay quiet. Squelch is broken twice on the handset. Your hastily emplaced flank security is notifying you the enemy is approaching in the strength expected. Hand and arm signals are passed. You wait for the enemy to be centered and you initiate the ambush.

I. The enemy strength factor is 10.
Plot the enemy force on the map 50m in front of the patrol's ambush location.

II. Determine enemy casualties.
Execute a friendly attack.
Modifiers: Shift all attacks +3.
Expend 1 ammo factor per weapon used.
Reduce the enemy strength factor by the result.

III. Expend 15 minutes.

IV. Enemy Strength:	0 (or less)	1+
Go To:	**171**	**151**

---

116 During small boat movement, you have attempted to slip by an enemy force ahead along the river. Each Ranger remains as low as possible in the boat as the patrol continues to paddle. As you pass the enemy, they do not appear to be alert. No activity occurs and the patrol successfully slips by the enemy. As the boats continue along the river, the enemy drops out of sight.

I. Decrease the ECL by 1.

II. **Go to 102.**

---

117 The patrol base is unsuitable for use. You move back to the patrol and consult your map. You select a new patrol base location and issue a FRAGO. You prepare to recon the new patrol base location.

I. Plot a new patrol base location within 500m.

II. **Go to 110.**

---

118 Under enemy fire, you have decided to disengage by bounds. Issuing the necessary instructions, you begin withdrawing. One section withdraws to another position while its movement is covered by fire. The sections continue to alternate moving until the disengagement is complete.

I. Change the patrol's configuration to ASSLT.

II. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C15 C16	C3,C6,C8 C10,C14	C7
Attack Table:	D *	C	J *

*If the patrol is a platoon, shift +5
Modifiers: -2 within 1000m of a TRP(unless C16)
-1 if night, T
(Reminder: C16 includes C17, C18 and C19)

III. Execute a friendly attack.
Reduce the enemy's strength factor by the result.
Expend 1 ammo factor per weapon fired.

IV. Expend 30 minutes.

V. If C7, **Go to 73.**

VI. If the enemy strength is 0, **Go to 81.**
If not, move the patrol 500m in any direction.
(Away from any enemy force)
Add 500m to the range to the enemy (unless C16).

VII. Roll one die.

Die Roll:	1-4	5-6
Go To:	**81**	VIII

Modifier: -2 if range is greater than 1000m.

VIII. Type of Contact:	C8	C3,C6 C10,C15
Go To:	**106**	**151**

C17	C18	C19
90	**99**	**105**

---

119 Aware that you are being pursued, you have decided to ambush the enemy force. Issuing the FRAGO on the move, you circle back on your own route. Deploying the patrol for the hasty ambush, you hastily emplace flank and rear security.

I. Move the patrol ahead 100-200m.
Circle back halting the patrol perpendicular to the route.
Change the patrol's configuration to ASSLT.

II. Expend 15 minutes.

III. **Go to 127.**

120 During small boat movement, you have attempted to slip by an enemy force ahead along the river. Each Ranger remains as low as possible in the boat as the patrol continues to paddle. As you pass the enemy, they detect your movement. The enemy opens fire. The boats turn immediately toward the opposite shore.

I. Increase the ECL by 1.

II. Execute an enemy attack.

Type of Contact:	C4	C5
Attack Table:	D	J

Modifiers:Shift +5 if the patrol is a platoon.

III. **Go to 169.**

---

121 Deciding not to risk becoming engaged, you instruct the patrol to turn away from the enemy. Silently the boats turn around. The patrol will head back along the previously travelled route.

I. Determine if the disengagement is successful.

Die Roll:	1-5	6
Result:	Yes	No
Go To:	**153**	II

Modifier: +3 if detected by the enemy

II. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C4	C5
Attack Table:	T	U

III. Expend 15 minutes.

IV. **Go to 169.**

---

122 As you are looking at the enemy force the point man has spotted, an enemy soldier identifies your patrol's location. The enemy is at 150m at 1 o'clock.

I. C14

II. The enemy strength factor is 10.
Plot the enemy force on the map.
Increase the ECL by 1.

III. Expend 15 minutes.

IV. Decide your reaction*

Reaction:	R1	R2	R3
Go To:	**140**	**136**	**132**
	R4	R5	R7
	143	**144**	**118**

*If awaiting extraction, the enemy force must be eliminated or the patrol must move to a new location.

---

123 As the patrol assaults through the enemy positions, the enemy fire is very effective. The Rangers return fire with all available weapons. The Rangers close on the enemy positions by rushes. Finally, the enemy fire begins to falter and the Rangers assault through the enemy positions. The Rangers set up a perimeter beyond the enemy positions. The enemy forces are silent.

I. Move the patrol 200m beyond the enemy positions.
Decrease the ECL by 1.

II. Erase the enemy positions.

III. Change the patrol's configuration to PERIM.
Redistribute ammunition as desired.

IV. **Go to 51.**

---

124 During the small boat movment, you have decided to attempt to slip by the enemy force undetected. Moving silently, the patrol begins to move by the enemy by the best possible route.

I. Expend 15 minutes.

II. Roll one die.

Die Roll:	1-4	5-6
Go To:	**116**	**120**

Modifier: Add the ECL to the die roll.

---

125 The patrol immediately paddles to shore. Upon reaching the shore, the patrol stores paddles, disembarks and secures the boats ashore. The Rangers immediately establish security and begin preparing for movement.

I. Plot the patrol's position on land at its present location.
(The patrol may be placed on either bank.)
Change the patrol's configuration to PERIM.
Decrease the ECL by 1.
Plot a rally point.

II. Expend 30 minutes.

III. **Go to 36.**

---

126 The patrol is moving. Suddenly, the hand and arm signal for the patrol to freeze is passed back from the point man. He also sends back a signal directing your attention to the enemy force he has spotted.

I. C10

II. Roll one die.

Die Roll:	1	2-3	4-5	6
Go To:	**103**	**63**	**84**	**122**

---

127 Issuing the commands by hand and arm signal, you emplace the patrol into hasty ambush positions. Each Ranger moves to his assigned position and prepares for action. You ensure flank and rear security are properly emplaced.

I. Change the patrol's configuration to ASSLT.

II. Roll one die.

Die Roll:	1-5	6
Go To:	**115**	**170**

---

128 From the RRP, you contact the FFU to inform the commander you are preparing to attempt to re-enter lines. After issuing a contingency plan to the APL, you depart with a security team to recon for the re-entry point.

I. Expend 15 minutes.

II. Roll one die.

Die Roll:	1-5	6
Go To:	**177**	**162**

Modifiers:-1 if [2] ; +1 if night

---

129 You are attempting to conduct a medevac in a swamp. You call the TOC to request a jungle penetrator.

I. Determine the availability of the jungle penetrator.
Roll one die.

Die Roll:	1	2-6
Go to:	II	III

II. The jungle penetrator is not available.
You must move the patrol out of the swamp.
Issue a FRAGO to change the route.
Go to 51.

III. Remove all W or K Rangers as desired.
Equipment may be reorganized.

IV. Expend 15 minutes.

V. **Go to 51.**

---

130 Due to the tactical situation, you need to issue a FRAGO changing the route. After finalizing the new route and coordinating fire support with the TOC, you disseminate the FRAGO to all personnel.

I. Change the patrol's plotted routes as desired.
(If the patrol can use any portion of the alternate route, plot a route to the alternate route.)
Plot two additional TRPs along the new route.

II. Expend 15 minutes.

III. **Go to 51.**

---

131 The patrol secures the near side of the minefield and prepares to cover, by fire, the breaching team. As the breach team begins crawling through the minefield, you observe both their progress and the far side. The breach team moves cautiously, probing for and marking mines. No attempt to remove any mines is made. A clear path is established and marked. As the breach team reaches the far side, the remainder of the patrol crosses the minefield along the cleared path. The patrol organizes on the far side.

I. Move the patrol 250m along the plotted route.
Change the patrol's configuration to PERIM.

II. **Go to 51.**

---

132 Having decided to hold your position and use indirect fire assets to engage the enemy, you call for fire through the FDC.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C15	C6	C1	C2	C3	C12
			C14	C8		C13
				C11		
Attack Table:	H*	D*	F*	C	E	None

*If the patrol is a platoon, shift +5
Modifiers:-1 if within 1000m of a TRP
-1 if [T]

II. Execute an attack on Attack Table I.
Reduce the enemy's strength factor by the result.
If the patrol is less than 150m from the enemy, the patrol also suffers an attack on Attack Table G (if a squad) or I (if a platoon).

III. Expend 15 minutes.

IV. If the enemy strength is 0 (or less), **Go to 155.**

V.

Type of Contact:	C3,C6,C11 C12,C13	C8	C1 C2	C14 C15
Go To:	**168**	**106**	**87**	**151**

---

133 Deciding the RRP is suitable for occupation based on terrain and the enemy situation, you leave a security team and return to the patrol. You move the patrol into the RRP and form a security perimeter. The APL and you emplace the MGs in key locations. You prepare to recon for the gap

in the wire.

I. Change the configuration to TR, TROW, BOW or FILE.

II. Move the patrol to the plotted RRP on the map.

III. Expend 15 minutes.

IV. Change the patrol's configuration to PERIM

V. **Go to 128.**

---

134 The patrol secures the near side of the minefield and prepares to cover, by fire, the breaching team. As the breach team begins crawling through the minefield, you observe both their progress and the far side. The breach team moves cautiously, probing for and marking mines. No attempt to remove any mines is made. Suddenly an explosion rocks the earth. The lead man is wounded. The wounded man is given first aid and another man continues probing the path. A clear path is eventually established and marked. As the breach team reaches the far side, the remainder of the patrol crosses the minefield along the cleared path. The wounded Ranger is also carried through the minefield. The patrol quickly organizes on the far side.

I. The point man becomes a W casualty.

II. Move the patrol ahead 250m.
Change the patrol's configuration to PERIM.

III. **Go to 51.**

---

135 Following instructions from your mission briefing, you prepare to attempt a link-up with partisans in the area of operations. After selecting a security team and reviewing all recognition signals and contingency plans, you issue a contingency plan to the APL. You then depart with the security team to attempt the link-up.

I. Roll one die.

Die Roll:	1-4	5-6
Go To:	**173**	**154**

Modifier: Add the ECL to the die roll

---

136 You open fire on the enemy from your position. All members of the patrol follow your lead immediately. Your initial volume of fire is small but increases as more Rangers obtain positions from which they can fire.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C7*	C6* C11	C2 C8	C1,C3,C13 C14,C15	C12
Attack Table:	J	C	B	H	None

*If the patrol is a platoon, shift +5

Modifiers:-1 if [T]

II. Execute a friendly attack.
Reduce the enemy's strength factor by the result.
Expend one ammo factor per weapon fired.

III. Expend 15 minutes.

IV. If the enemy strength is 0 (or less), **Go to 155.**

V. Type of Contact:	C7	C8	C1,C2,C3 C6,C10,C15
Go To:	**73**	**106**	**151**

---

137 Due to the tactical situation, you have decided to reorganize the patrol. After finishing your plans, you disseminate the information to the patrol. You inspect and spot check to ensure compliance with the intent of your instructions.

I. Reorganize equipment/weapons/ammunition as desired.
Reorganize elements as desired.
(Note all changes on the PRL.)
Recover any casualties previously left at the location.

II. Expend 15 minutes.

III. **Go to 51.**

---

138 The patrol is moving by small boat. To the front, an enemy patrol boat is spotted rounding the curve ahead. Armed with a heavy machine gun, the patrol boat is searching the opposite shore line.

I. C5

II. The enemy strength factor is 16*.
*The enemy force has one MG.
Plot the enemy force on the map**
**The enemy is 200m ahead or at the next curve.
Increase the ECL by 1.

III. Determine if the patrol has been detected.

Die Roll:	1-2	3-6
Detected:	Yes	No
Go To:	IV	V

IV. Determine the patrol's initial casualties.
Execute an attack on Attack Table T*.
*Shift +1 if the patrol is a platoon.

V. Decide your reaction:

Reaction:	R16	R17	R18	R19
Go To:	**108**	**124**	**121**	VI

VI. If the force has been detected, **Go to 169.**
If not, **Go to 125.**

---

139 When you arrive, the senior Ranger present has taken charge. He has accounted for all personnel and equipment. You must decide whether to proceed with the mission or request an abort. You must decide whether to search for any missing personnel.

I. Determine if any additional Rangers are missing.
Execute an enemy attack on Attack Table C.
(Not actually an attack)

II. If key personnel were lost, the patrol may need to be reorganized if a search does not locate them.

III. Decide whether or not to search for the missing men.

Decision:	Search	No Search
Go To:	**109**	**51**

---

140 You have decided to hold your present position and further develop the situation. The patrol remains in its present location while you assess the situation.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C1	C2	C14
Attack Table:	I *	C	G

C17	C18	C19
H *	D *	B *

*If the patrol is a platoon, shift +5.
Modifiers: -1 if [T]

II. Expend 15 minutes.

III. Type of Contact:	C1,C2,C14	C17	C18	C19
Go To:	**87**	**90**	**99**	**105**

---

141 The patrol is halted short of the intended RRP. The APL checks the patrol's security as he moves to your location. You issue a contingency plan and depart with a security team to recon the RRP location.

I. Roll one die.

Die Roll:	1	2-6
Go To:	**114**	**133**

---

142 You have decided to bury your dead. You establish security and detail several Rangers to prepare graves. You note a ten digit grid coordinate for the gravesites to facilitate future retrieval.

I. Indicate the present location as the burial site.
(Record the numbers of buried Rangers on map.)

II. Eliminate all K Rangers.
Redistribute any equipment, ammo or weapons.

III. Determine the time expended.

Die Roll:	1-3	4-6
Minutes:	15	30

IV. **Go to 51.**

---

143 The patrol is under fire. You have decided the best method of disengaging from contact is by conducting a immediate assault of the enemy positions. You shout the instructions to the patrol. The Rangers follow your lead by rushing the enemy positions. Each Ranger is firing at the highest possible rate of fire attempting to gain an advantage in volume of fire.

I. Change the patrol's configuration to ASSLT.

II. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C7	C6	C15	C8 C14
Attack Table:	G *	K *	E *	D *

C2	C3	C11	C12
	C3	C13	
F *	H *	C	B

Modifiers:-1 if [T] ; *Shift +5 if a platoon

III. Determine enemy losses.
Execute a friendly attack.
Reduce the enemy strength factor by the result.
Expend 1 AF per weapon used per attack.

IV. Expend 15 minutes.

V. If C8 and the enemy strength is 1 or greater,
Go to 106.
If C7 or the range to the enemy is less than 150m or the enemy strength is 0, **Go to 123.**
If the range is greater than or equal to 150m and the enemy's strength is greater than 0, **Go to 152.**

---

144 The patrol is under fire. You have decided the best method of resolving the situation is by assaulting the enemy positions by fire and maneuver. You shout the necessary instructions. You instruct one element to lay down a base of suppressive fire while you maneuver the remainder of the patrol into a more advantageous position. Reaching the enemy's flank, you begin an assault while the base of fire element shifts their supporting fires to block enemy retreats or reinforcement attempts.

I. Change the patrol's configuration to ASSLT.

II. Determine the patrol's casualties.
Execute an enemy attack.

Range to Enemy:	0-100m	101-300m	301-700m	701m+
Attack Table:	E	D	C	B

Modifiers: -1 if [T]; Shift + 2 if a platoon

Reminder: C16 (C17, C18, C19) occurs at 0m.

III. Determine enemy losses.
Execute a friendly attack.
Reduce the enemy strength factor by the result.
Expend 1 ammo factor per weapon fired.

IV. Expend 15 minutes.

V. Move the patrol 250m toward the enemy.
(Halt movement when the range equals 50m.)

VI. If the enemy's strength is equal to 0, **Go to 155.**
If the enemy's strength is 1 or greater:
Go to 73, if C7.
Go to 106, if C8.
Go to 151, if any other contact.

---

145 The ORP is suitable. You return to the patrol and prepare to occupy the ORP. The patrol moves to the ORP location. You ensure the patrol's security is satisfactory. At your instruction, the Rangers begin preparing all necessary weapons, equipment and ammunition for actions at the objective. You prepare for your leader's recon. The leader's recon force will consist of the element leaders, an RTO, a security team, the two man surveillance team and yourself. The force is kept as small as possible to maximize stealth in the area of the objective. The patrol continues to prepare to execute the mission.

I. Change the configuration to TR, TROW, BOW or FILE.

II. Move the patrol to the ORP.

III. Change the patrol's configuration to PERIM.

IV. Expend 15 minutes.

V. All equipment, weapon or ammo is considered readied.

VI. If an ambush patrol, **Go to 180.**
If a raid patrol, **Go to 206.**
If a recon patrol, **Go to 210.**

---

146 You instruct the point man to continue moving through the dead fall in front of him. He moves out and the patrol follows him. Movement is extremely difficult. The branches and limbs grab at the patrol's equipment and weapons. The patrol continues to push on.

I. Change the patrol's configuration to FILE.

II. Determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Move the patrol 500m forward along the route.

IV. Change the configuration to TR, TROW, BOW or FILE.

V. **Go to 37.**

---

147 While moving in small boats, the patrol happens upon a previously unknown enemy position. The river outpost is occupied by five soldiers armed with a 7.62mm MG.

I. C4

II. The enemy strength factor is 5*.
*The enemy force has one MG.
Plot the enemy force on the map**
**The enemy is 200m ahead or at the next curve.
Increase the ECL by 1.

III. Determine if the enemy detects the patrol.

Die Roll:	1-2	3-6
Detected:	Yes	No
Go To:	IV	V

IV. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table S.
Modifier: Shift +1 if a platoon.

V. Decide your reaction.

Reaction:	R16	R17	R18	R19
Go To:	**108**	**124**	**121**	IV

VI. If detected by the enemy, **Go to 169**
If not, **Go to 125.**

---

148 You move the patrol to the patrol base location. The Rangers occupy positions in the patrol base. Each Ranger maintains 100 percent security while you send out a recon and security team. The team reports back to you with any observations of the area. You ensure the priority of work is followed.

I. Change the configuration to TR, TROW, BOW or FILE.

II. Move the patrol to the patrol base's location.

III. Expend 30 minutes.

IV. Change the patrol's configuration to PERIM.

V. If a Recon patrol, **Go to 216.**
If a Combat patrol, **Go to 217.**

---

149 You instruct the point man to breach the minefield. He gives all metallic equipment to another Ranger. Conducting a hasty probe, he leads the patrol through the area.

I. Change the patrol's configuration to FILE.

II. Determine the time expended.

Die Roll:	1-2	3-4	5-6
Minutes:	30	60	90

III. Roll one die.

Die Roll:	1-3	4-6
Go To:	**131**	**134**

---

150 From the point man's position, you observe the river. It is deep, wide and swift moving. You need to cross it. You observe no enemy activity.

I. Decide your plan to negotiate the obstacle.

Decision:	Go To:
Swim across it.	**165**
Utilize a one-rope bridge*	**157**
Swim across it with poncho rafts.	**163**

*Cannot be chosen if no ropes are carried.

---

151 You are engaged in a firefight with the enemy force. Each side is engaging the other with all possible weapons.

I. C15 (Supercedes all other contact types.)

II. Change the configuration to ASSLT, if necessary.
Increase the ECL by 2.

III. Determine your reaction.

Reaction:	R2	R3	R4
Go To:	**136**	**132**	**143**
	R5	R6	R7
	144	**111**	**118**

---

152 The patrol has attempted to break contact with the enemy force by conducting an immediate assault through the enemy positions. The distance to the enemy, however, was too great. The effective enemy fire has halted the patrol short of the enemy positions.

I. Move the patrol 100m towards the enemy force.

II. **Go to 151.**

---

153 The enemy has prevented you from reaching your planned debarkation point. You have decided to move back to another point for debarkation and issue a FRAGO.

I. Select a new debarkation point.
(It must be along the previously travelled route.)

II. Move the patrol back to the new debarkation point.
Expend 15 minutes per 1000m.

III. **Go to 26.**

---

154 You have waited at the designated location for the partisan link-up the length of time indicated by your briefing. You move back to the patrol with your security element. Upon reaching the patrol's location; you inform the TOC, as well as the patrol, the mission will have to be conducted without the assistance of the local partisans.

I. **Go to 51.**

---

155 Contact with the enemy has ended. The area has become silent. Your team leaders are checking the status of personnel and equipment as well as re-distributing ammunition. You ensure all key weapons are manned as the patrol's status is relayed to you.

I. Decide whether to pursue the enemy.

Decision:	Go To:
Yes	**94**
No (or not applicable)	II

II. Change the patrol's configuration to PERIM.
Reorganize the equipment, weapons and ammunition carried by the Rangers with the patrol, as desired.
Decrease the ECL by 1.

III. **Go to 51.**

---

156 As the patrol moves forward in pursuit of the enemy force, the point man catches sight of the fleeing enemy. You are informed and direct the patrol to continue forward. When in the optimum position, you have the patrol open fire on the enemy force.

I. C12

II. Change the patrol's configuration to ASSLT.
Increase the ECL by 1.

III. The enemy strength factor is 3.
Plot the enemy force on the map*.
*100m ahead of the patrol.

IV. **Go to 136.**

157 After establishing flank security, you order the bridge team personnel to construct a one-rope bridge across the river. The rope is taken across the river by a swimmer and a security man. The near side team constructs a transport tightening system, one rope bridge. The remaining members of the patrol provide the manpower to remove the slack from the rope, while the near side team finishes construction. After the bridge is completed; the patrol members hook their lifelines, fashioned from individual sling ropes and snap links, to the bridge and cross. The last man tears down the bridge and ties the free end of the rope around his waist. The far side team pulls him across. The patrol secures all equipment and resumes movement as quickly as possible.

I. Change the patrol's configuration to FILE.

II. Move the patrol to the other side of the river.

III. Determine the time expended.

Die Roll:	1-3	4-5	6
Minutes:	15	30	60

Modifiers:-1 if [11]

IV. Change the patrol's configuration to PERIM.

V. **Go to 51.**

---

158 The enemy vehicle approaches from the right flank. The patrol holds its positions and lets the enemy pass. As the truck passes the patrol, the Rangers remain prone in an attempt to not be seen. Suddenly, a soldier in the back of the truck shouts and the vehicle halts in front of the patrol. The enemy squad aboard the truck begins to unload. Both sides open fire.

I. The enemy strength factor is 10.
Plot the enemy force on the road directly in front of the patrol's location.
Increase the ECL by 1.

II. Determine the patrol's initial casualties.
Execute an attack on Attack Table C.

III. Change the patrol's configuration to ASSLT.

IV. Execute a friendly attack.
Modify all dice rolls by Shift -2.
Reduce the enemy strength factor by the result.
Expend 1 ammo factor per weapon used per attack.

V. **Go to 151.**

---

159 While awaiting extraction, an enemy patrol is spotted. You instruct the patrol to hold their positions and allow the the patrol to pass. The patrol is tense as the enemy force moves by their positions. Every weapon is at the ready.

I. Roll one die.

Die Roll:	1-5	6
Go To:	**93**	II

Modifier: Add the ECL to the die roll.

II. The patrol may not be extracted until contact with the enemy is broken and the patrol has moved or the enemy is eliminated.

III. **Go to 122.**

---

160 You are moving away from enemy contact.

I. If C16 (C17, C18, C19), **Go to 37.**

II. Determine if the enemy is pursuing the patrol.

Dice Roll:	2-4	5-12
Pursued:	Yes	No
Go To:	**59**	**37**

Modifiers:+1 if night, +1 if in swamp

---

161 While pursuing the fleeing enemy force, the patrol is moving quickly but carefully.

I. **Go to 60.**

---

162 You move forward toward friendly lines with the security element. After reaching the wire in front of the friendly positions, you do not find the guide nor a gap in the wire. You withdraw from the area quickly, putting as much distance as possible between the wire and your recon force. You realize the danger in being within small arms of friendly forward lines. You move back to the patrol's location and inform the TOC and the FFU that you were unable to make contact.

I. If night, expend all time until daylight.

II. **Go to 128.**

---

163 You decide to cross the river by swimming with poncho rafts. The pairs of Rangers quickly prepare poncho rafts which will hold all of their equipment and weapons. The Rangers enter the water with their rafts as they are ready. After swimming to the far shore, the Rangers break down their rafts and form a security perimeter.

I. Change the patrol's configuration to DIS.

II. Move the patrol to the other side of the river.

III. Determine the time expended.

Die Roll:	1-2	3-4	5	6
Minutes:	15	30	45	60

IV. Change the patrol's configuration to PERIM.

V. **Go to 51.**

---

164 You conduct planning for the new mission and issue a FRAGO covering all necessary changes to the original OPORDER. Briefback or reduced force rehearsals are conducted where possible. You leave the patrol base in accordance with your planning. The patrol sterilizes the area and prepares to move out.

I. Plot a route from the patrol base to the ORP.
Plot a route from the ORP to the next patrol base or extraction point/RRP.
If using small boats, plot a route to the boats and then over water to a pickup point in the gulf.
Plot 3 additional TRPs on the map.

II. Plot an alternate route, if desired.
Plot 1 additional TRP along the alternate route.

III. Rehearse Actions at the Objective and one other area.

IV. **Go to 52.**

---

165 You decide to cross the river by having the Rangers swim to the far shore. The Rangers enter the water and begin swimming to the far shore. Upon reaching the far side, the members of the patrol establish a security perimeter.

I. Change the patrol's configuration to DIS.

II. Move the patrol to the other side of the river.

III. Determine the patrol's losses.
Execute an enemy attack on Attack Table B.
All casualties are lost immediately with all equipment, weapons and ammunition carried.
(Not actually an enemy attack.)

IV. Determine the time expended.

Die Roll:	1-3	4-5	6
Minutes:	0	15	30

V. Change the patrol's configuration to PERIM.

VI. **Go to 51.**

---

166 While moving in pursuit of the fleeing enemy force, the point man halts the patrol and informs you he has lost the enemy's trail. Immediate efforts do not pick the trail back up. You decide to end the chase.

I. Decrease the ECL by 1.

II. **Go to 51.**

---

167 Occupying a patrol base, you ensure a work plan is followed to accomplish all of the necessary activities in the proper sequence. During your time in the patrol base, you receive a new mission and, if necessary, a resupply of ammunition.

I. Determine the time expended in the patrol base.

Die Roll:	1-2	3-4	5-6
Minutes:	300	360	480

II. Decrease the ECL by 2.

III. Erase all information concerning the last mission from the map, but not on the PRL.

IV. Determine the patrol's next mission.
(Consult the Extended Patrolling Mission Card.)
Plot the objective/extraction point/RRP/patrol base.
Select and plot an ORP within 1000m of the objective.

V. Add ammunition as desired.

VI. **Go to 164.**

---

168 You have engaged the enemy by indirect fire and remain in contact.

I. If C10 (C11, C12, C13, C14), roll one die.

Die Roll:	1-5	6
Go To:	**93**	**170**

II. **Go to 151.**

---

169 The patrol is under fire and begins immediately paddling to shore. Upon reaching the shore, the patrol stores paddles, disembarks and secures the boat ashore. The fire becomes less effective. The Rangers immediately establish security and begin preparing for movement.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Contact:	C4	C5
Attack Table:	D	F

Modifiers: If the patrol is a platoon, Shift +5

II. Locate the patrol on land at its present location.
(The patrol may be placed on either bank.)
Change the patrol's configuration to PERIM.

Establish a rally point.

III. Expend 15 minutes.

IV. **Go to 36.**

---

170 The enemy has detected the patrol's positions and opens fire.

I. Determine the patrol's initial casualties.
Execute an enemy attack on Attack Table G.

II. Change the patrol's configuration to ASSLT.

III. **Go to 151.**

---

171 The firing stops. No enemy activity can be detected. The hasty ambush has been successful. The patrol quickly secures the farside of the enemy force's location; removing any enemy weapons from the dead as they pass. Search and POW teams quickly go to work. No live enemy are found. All documents and maps are gathered. The patrol quickly moves out of the area when finished.

I. Change the patrol's configuration to PERIM.

II. **Go to 51.**

---

172 The patrol continues moving. As the enemy follows they will be drawn into the kill zone of the hasty ambush. The silence to the patrol's rear erupts with the explosions of claymore mines and machine gun fire. The firefight is violent and brief. The element leader informs you by radio the enemy force has been surprised and destroyed. The ambushing element is searching the enemy quickly and will rejoin the main body of the patrol shortly. You hold the patrol in a security halt awaiting the detached element. The element arrives shortly and you prepare to move out.

I. Change the patrol's configuration to PERIM.

II. Eliminate the enemy force.
Expend 1 ammo factor per weapon in the ambush force.
Determine if any friendly casualties are suffered.
Execute an enemy attack on Attack Table D.
(Only the ambushing element can suffer losses.)

III. Expend 30 minutes.

IV. **Go to 52.**

---

173 The partisan is waiting at the designated location. You approach carefully and identify him by the far recognition signal, a brown vest draped over a tree branch. Upon reaching his position, covered by your security team, you begin a conversation to establish the partisan's identity. You are tense as you know you are also being covered by a watchful partisan security force. The near recognition symbol is exchanged. You quickly gather the partisan's equipment and move back to your security team's location. You move to rejoin the patrol.

I. Add the partisan with an M16 and 2 loads of M16 ammo.

II. Expend 15 minutes.

III. **Go to 51.**

---

174 During the small boat movement, you are consulting your map when the Ranger next to you draws your attention. He points ahead to an enemy force.

I. Roll one die.

Die Roll:	1-4	5-6
Go To:	**147**	**138**

---

175 The sound of approaching helicopters fills the air. Using the radio, you guide the helicopters to your location. When they are on final approach, you mark the LZ with a yellow smoke grenade. The helicopters touch down and the patrol scrambles aboard. The patrol withdraws carefully, but quickly. The aircraft lift off and head toward friendly lines. The patrol is returned to friendly territory for debriefing, refit and resupply.

I. If a Recon patrol, **Go to 216.**
If a Combat patrol, **Go to 217.**

---

176 A vehicle approaches from the right. The patrol holds its positions and allows the enemy pass. The vehicle passes without the enemy detecting the patrol. The enemy disappears down the trail. The patrol resumes crossing the trail.

I. Expend 15 minutes.

II. **Go to 71.**

---

177 As you near the wire in front of the friendly forward units, you make visual contact with the guide at the gap in the wire. You move to his location and ensure the patrol may approach. You leave the security team and return to the patrol. Upon reaching the RRP, you quickly move the patrol to the gap in the wire. The unit passes through the wire led by the guide. The APL counts each Ranger as they pass his position and identifies him as a member of the patrol. The unit occupies a designated security position while you make final coordination with the FFU commander. Upon returning to your patrol, you load the Rangers aboard waiting trucks for transportation back

to your unit for debriefing and resupply.

I. Change the configuration to TR, TROW, BOW or FILE.
Move the patrol to friendly lines.
Change the patrol's configuration to FILE.
Move the patrol through lines and establish a RP.
Change the patrol's configuartion to PERIM.

II. If a Recon patrol, **Go to 216.**
If a Combat patrol, **Go to 217.**

---

178 From the point man's position, you scan an unexpected trail to your front. You observe no enemy activity in the area. The trail appears to be weathered. You see no sign of any recent traffic. You decide it is a trail which is not shown on the map. You do not think the patrol is off course, but will be alert for any indications to the contrary. The APL arrives at your location with the Rangers designated to provide flank security. The flank security teams are emplaced. The far side is reconned and secured. The patrol begins crossing the road.

I. Roll one die to determine the time expended.

Die Roll:	1-2	3-6
Minutes:	15	0

Modifiers:+1 if 6

II. **Go to 71.**

---

179 You have broken contact with the enemy. The patrol is arriving at the designated rally point. You conduct a head count and prepare to move out.

I. Reduce the ECL by 1.
Establish a rally point.

II. **Go to 51.**

---

180 You lead the leader's recon of the objective area. The small force moves toward the objective. You halt short of the actual objective and establish a release point. Leaving the element leaders at the release point, you move forward with the surveillance team to pinpoint the objective. Being careful not to compromise your presence, you locate the objective and emplace the surveillance team in a vantage point from which they can observe the area. Returning to the release point, you conduct a reconnaissance of the kill zone; assault, support and security positions with the element leaders. Satisfied with these positions, you return to the ORP.

I. Mark a release point between the ORP and the objective.

II. Expend 30 minutes.

III. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go To:	**181**	IV

IV. Expend 30 minutes issuing a FRAGO.

V. **Go to 181.**

---

181 The patrol is prepared for actions at the objective. All equipment, weapons and ammunition are readied. The patrol is task organized for the mission. Leaving the rear security team in the ORP, you move the patrol to the release point. The patrol moves, organized by elements. Halting the patrol at the release point, you move forward with your RTO to check with the surveillance team. They inform you there has been no change in the objective area and you return to the release point. You have the element leaders begin to emplace their elements in position for the mission's execution.

I. The patrol is now organized by elements as noted during planning rather than the organization printed on the PRL.

II. Mark the patrol's location at the release point.
Mark the rear security team's position in the ORP.

III. Expend 15 minutes.

IV. Decide which element you will emplace first.

Element:	Go To:
Assault (Ambush)*	**184**
Assault (Raid)*	**207**
Security	**182**
Support*	**183**
Recon**	**211**

*Combat patrols only **Recon patrols only

---

182 You instruct the security element leader to emplace his security teams. He makes a final check of his teams and dispatches them. Reaching the objective's flanks, they establish security positions. They notify you when in position.

I. Indicate the flank security teams' positions on the map.

II. Expend 15 minutes.

III. Decide which element you will emplace next.

Mission:	Element:	Go To:
Raid	Assault	**207**
	Support	**183**
	None	**208**
Ambush	Assault	**184**

	Support	**183**
	None	**185**
Recon	Recon	**211**

---

183 You instruct the support team leader to occupy his positions. He inspects his element quickly and moves them out of the ORP. The machine gun teams and other element members move toward their position.

I. Indicate the support element's location on the map.

II. Expend 15 minutes.

III. Decide which element you will emplace next.

Mission:	Element:	Go To:
Raid	Assault	**207**
	Security	**182**
	None	**208**
Ambush	Assault	**184**
	Security	**182**
	None	**185**

---

184 You instruct the assault element leader to move to the assault position. You move with the element as it leaves the release point. Reaching the assault position, you ensure the assault element is emplaced properly by the element leader. Each Ranger carefully and quietly prepares his position.

I. Indicate the assault element's location on the map.

II. Expend 15 minutes.

III. Roll two dice to determine if enemy contact occurs.

Die Roll:	2-11	12
Result:	No	Yes
Go To:	VI	IV

Modifiers: -1 if [1], if security teams emplaced.
Add the ECL to the dice roll

IV. The enemy strength factor is 21.
The enemy force is in the objective area.
Plot the enemy force on the map.

V. Decide your reaction.

Reaction:	R2	R4	R7
Go To:	**212**	**214**	**213**

VI. Decide which element you will emplace next.

Element:	Go To:
Security	**182**
Support	**183**
None	**185**

---

185 Lying in position, the patrol is silent and alert. You have the claymore to your front set for command detonation. To your left is the key weapon that will initiate the ambush if the claymore misfires.

I. Expend 15 minutes.

II. Determine if traffic approaches along the road.

Dice Roll:	2-10	11-12
Result:	No	Yes
Go To:	III	IV

Modifier: Add the ECL to the die roll.

III. Decide your next action.

Action:	Go To:
Continue to occupy the ambush; wait	**185**
Withdraw to the ORP	**198**

IV. If no flank security teams in place, **Go to 204.**

V. Roll one die.

Die Roll:	1	2	3	4	5	6
Go To:	**186**	**187**	**188**	**189**	**190**	**191**

---

186 The right flank security team informs you a single truck with infantry is approaching from their direction.

I. The enemy strength factor is 6.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**
Execute the ambush	**193**

---

187 The left flank security team informs you three trucks with infantry are approaching from their direction.

I. The enemy strength factor is 18.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**
Execute the ambush	**193**

---

188 The right flank security team informs you a single T55 tank is approaching from their direction.

I. The enemy strength factor is 12*.
*Only dragon/LAW fire is effective against the tank.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**

Execute the ambush **193**

---

189 The left flank security team informs you a convoy of at least ten T55 tanks is approaching from their direction.

I. The enemy strength factor is 120*.
*Only dragon/LAW fire is effective against tanks.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**
Execute the ambush	**193**

---

190 The right flank security team informs you an enemy squad of ten soldiers is approaching from their direction.

I. The enemy strength factor is 10.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**
Execute the ambush	**193**

---

191 The left flank security team informs you three soldiers are approaching from their direction.

I. The enemy strength factor is 3.
Plot the enemy force in the kill zone.

II. Decide your reaction.

Reaction:	Go To:
Allow the traffic to pass	**192**
Execute the ambush	**193**

---

192 Having decided to allow the traffic to pass, you relay the information to the security and support teams and along the assault line. Laying low, you allow the enemy to pass.

I. Determine if the enemy detects the patrol.

Dice Roll:	2-11	12
Result:	No	Yes
Go To:	II	IV

II. Erase the enemy force from the map.

III. **Go to 185.**

IV. Decide your reaction.

Reaction:	Go To:
Execute the ambush	**193**
Disengage by bounds	**213**

---

193 Having decided to execute the ambush, you alert the entire patrol. When the traffic is in the middle of the kill zone, you execute the ambush. The claymores explode in front of your position. The entire assault line opens fire. The machine guns are also engaging the enemy from the support position.

I. Execute the ambush.
Execute a friendly attack.
Only Rangers in the assault element and the MGs in the support element* may fire.
(*If the assault position is between the kill zone and the support element, the MGs may not fire.)
Modify all die rolls for the assault element by +2.
Modify the attacks of MGs in the support element by Shift +2.
Reduce the enemy strength factor by the results.
Expend 1 ammo factor per weapon fired.

II. If the enemy strength factor is 0, **Go to 194.**

III. **Go to 215.**

---

194 You have achieved and maintained a high volume of fire on the enemy. All enemy activity on the objective appears to have ceased. You decide to begin actions on the objective. You fire a starcluster.

I. Determine which action is to be performed first.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

195 You order your search and POW teams to fall out and conduct searches of all enemy personnel and vehicles. The teams begin to move about the objective.

I. Determine your casualties.
Execute an attack on Attack Table A.
Modifiers: +1 if no [1]
Shift +3 if farside unsecured,
Shift +3 if weapons not removed

II. Roll two dice.

Dice Roll:	2-10	11-12
Go To:	III	**203**

III. Determine the next action to be performed.

Action:	Go To:
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

196 You blow one long blast on your whistle. The assault element moves quickly back to assault positions.

I. Determine your casualties.
Execute an attack on Attack Table A.
Modifiers:+1 if no [1],
Shift +3 if farside unsecured,
Shift +3 if weapons not removed,
Shift +1 if in contact with the enemy

II. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

197 The Rangers ensure no weapon remains near any enemy soldier. As they pass any enemy dead or wounded, they quickly remove any weapons and throw them away from the enemy casualties.

I. Determine your casualties.
Execute an attack on Attack Table C.
Modifiers:+1 if no [1]

II. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

198 You have decided to withdraw to the ORP. You blow three bursts on your whistle. The assault element withdraws. The support element withdraws after overwatching the assault element's movement. After both have moved, the security teams fall back to the ORP.

I. Move the patrol back to the ORP.
Erase all security, support and assault positions.

II. Expend 15 minutes.

III. The patrol is reorganized for movement.
Erase notes concerning organization for actions at the objective from the PRL.
All equipment is considered unreadied.

IV. Expend 30 minutes disseminating information.
(Actually takes place during the next movement.)

V. **Go to 51.**

---

199 You instruct your demo teams to fall out and install their prepared charges. They move quickly to all key equipment and affix the demo charges. They run the wire back to the assault positions.

I. Determine your casualties.
Execute an attack on Attack Table A.
Modifiers:+1 if no [1],
Shift +3 if farside unsecured,
Shift +3 if weapons not removed

II. Roll two dice.

Dice Roll:	2-10	11-12
Go To:	III	**203**

III. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

200 You have decided to evacuate all wounded or friendly killed from the objective area. First aid teams apply first aid.

I. Decide the method of evacuation.

Method:	Go To:
Stretcher	II
Medevac	IV

II. The patrol's speed is lowered to IV.

III. Go to VI.

IV. Expend 15 minutes.

V. Remove all K or W Rangers.

VI. Roll two dice to determine if a counterattack occurs.

Dice Roll:	2-10	11-12
Result:	No	Yes
Go To:	VII	**204**

VII. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Execute the demolition charges	**201**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

201 You instruct the demo team leader to execute the demo charges. The leader shouts "Fire in the Hole" three times. All Rangers take cover. The demo team leader fires the demo charges, destroying all key equipment.

I. All enemy equipment is destroyed.

II. If already withdrawn to assault positions, go to IV.

III. Determine your casualties.
Execute an attack on Attack Table I.
Modifiers:+1 if no [1],
Shift +5 if a platoon.

IV. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Secure the farside of the objective	**202**
Search for EEI (Raid Patrols only)	**209**

---

202 Your assault element occupies the far side of the objective. As they establish hasty defensive positions along the limit of advance, team leaders supervise re-distribution of ammunition and accounting for personnel and equipment.

I. Determine your casualties.
Execute an attack on Attack Table B.
Modifiers:+1 if no [1], -1 if enemy strength is 0
Shift +4 if weapons not removed
-1 per MG in the support element,

II. Determine the next action to be performed.

Action:	Go To:
Search the enemy personnel	**195**
Withdraw to assault positions	**196**
Remove weapons from enemy personnel	**197**
Withdraw to the ORP	**198**
Install demolition charges	**199**
Evacuate all wounded from the objective	**200**
Execute the demolition charges	**201**
Search for EEI (Raid Patrols only)	**209**

---

203 An enemy reaction force approaches. It consists of a gun jeep with a 7.62mm MG and 2 soldiers.

I. Determine the flank the enemy approaches.

Die Roll:	1-3	4-6
Direction:	Right	Left

II. The enemy strength factor is 4.
Plot the force 100m beyond the flank security position.
If there is no flank security position, plot the enemy force 100m beyond the flank of the assault position.

III. If a security team is on the flank, **Go to 205.**
If not, **Go to 204.**

---

204 An enemy force fires on the assault element.

I. Determine the patrol's casualties.
Execute an enemy attack.

Type of Enemy Force:	Attack Table:
Counterattack	D
Reaction Force	F
Reduced Reaction Force*	C

*Reduced as a result of earlier combat.

II. Execute an attack by the assault element on the enemy.
If the assault position is not between the enemy and the support position, those MGs may also engage.
Modify the die rolls of the MGs by Shift +1.
Reduce the enemy strength factor by the results.
Expend 1 ammo factor per weapon fired.

III. Expend 15 minutes.

IV. If the enemy strength factor is 0, **Go to 194**, I.

V. Decide your action.

Action:	Go To:
Continue the attack	**212**
Disengage by bounds	**213**

---

205 The flank security team engages the reaction force.

I. Execute an attack by the security force on the enemy.
Reduce the enemy strength factor by the result.
Expend 1 ammo factor per weapon fired.

II. If the enemy strength factor is 0, **Go to 194**, I.

III. If the enemy strength factor was reduced (but not eliminated), the enemy force is considered to be a reduced reaction force.

IV. **Go to 204.**

---

206 You lead the leader's recon of the objective area. The small force moves toward the objective. You halt short of the actual objective and establish a release point. Leaving the element leaders at the release point, you move forward with the surveillance team to pinpoint the objective. Being careful not to compromise your presence, you locate the objective and emplace the surveillance team in a vantage point from which they can observe the area. Returning to the release point, you conduct a reconnaissance of the enemy position; assault, support and security positions with the element leaders. Satisfied with these positions, you return to the ORP.

I. Mark a release point between the ORP and the objective.

II. Expend 30 minutes.

III. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go To:	**181**	IV

IV. Expend 30 minutes issuing a FRAGO.

V. **Go to 181.**

---

207 You instruct the assault element leader to move to the assault position. You move with the element as they depart the release point. Reaching the assault position, each Ranger occupies his position. The patrol inches forward to good assault positions, being extremely careful not to be detected.

I. Indicate the assault position on the map.

II. Expend 15 minutes.

III. Determine if the enemy contact occurs.

Dice Roll:	2-10	11-12
Result:	No	Yes
Go To:	VI	IV

Modifier: -1 if [1], if security teams in position
Add the ECL to the dice roll

IV. The enemy strength factor is 21.
The enemy force is in the objective area.
Plot the enemy force on the map.

V. Decide your reaction.

Reaction:	R2	R4	R7
Go To:	**212**	**214**	**213**

VI. Determine which element to emplace next.

Element:	Go To:
Security	**182**
Support	**183**
None	**208**

---

208 You survey the assault line and check on the support and security elements by radio. Everything is readied for the raid. The enemy is unaware of your presence. You detonate the claymore to execute the raid. The assault element opens fire. The patrol puts a heavy volume of fire on the objective. You decide to assault the objective.

I. The enemy strength factor is 10.
Plot the enemy force on the objective.

II. Execute the raid.
Execute a friendly attack.
Only Rangers in the assault element and the MGs in the support element* may fire.
*The MGs may not fire if the assault position is between the kill zone and the support element
Modify all die rolls for the assault element by +2.
Modify the die rolls of MGs in the support element by Shift +2.
Reduce the enemy strength factor by the results.
Expend 1 ammo factor per weapon fired.
Expend 15 minutes.

III. If the enemy strength factor is 0, **Go to 194.**

IV. **Go to 215.**

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209 The patrol's search teams search enemy personnel and equipment for EEI.

I. Roll two dice to determine if a counterattack occurs.

Dice Roll:	2-10	11-12
Result:	No	Yes
Go To:	II	**204**

II. Roll one die to determine if the EEI is located.

Die Roll:	1-4	5-6
Result:	Yes	No
Go To:	IV	III

III. Decide your action.

Action:	Go To:
Continue to Search	209
Discontinue the Search	IV

IV. Determine which action is to be performed next.

Action:	Go To:
Search the enemy personnel	195
Withdraw to assault positions	196
Remove weapons from enemy personnel	197
Withdraw to the ORP	198
Install demolition charges	199
Evacuate all wounded from the objective	200
Execute the demolition charges	201
Secure the farside of the objective	202

---

210 You lead the leader's recon of the objective area. The small force moves toward the objective. You halt short of the actual objective and establish a release point. Leaving the element leaders at the release point, you move forward with the surveillance team to pinpoint the objective. Being careful not to compromise your presence, you locate the objective and emplace the surveillance team in a vantage point from which they can observe the area. Returning to the release point, you conduct a reconnaissance of the enemy position; recon and security positions with the element leaders. Satisfied with these positions, you return to the ORP.

I. Expend 30 minutes.

II. Mark a release point between the ORP and the objective.

III. Roll one die to determine if your plan is confirmed.

Die Roll:	1-5	6
Result:	Yes	No
Go To:	**181**	IV

IV. Expend 30 minutes issuing a FRAGO, **Go to 181.**

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211 You instruct the recon element to accompany you to the release point. Once there, you instruct the recon element leader to lead one recon team, while you lead the other. Both teams conduct a thorough recon of the objective. Upon completion of the recon of the objective, the recon teams return to the release point. Once there, you move up to recover the surveillance team. Having remained in position during the recon, they have completed a detailed sketch of the objective. After returning to the release point, you move everyone back to the ORP. The patrol secures their equipment and prepares to move out.

I. The reconnaissance of the objective is successful.

II. Roll one die to determine the time expended.

Die Roll:	1-2	3-4	5	6
Minutes:	15	30	60	90

Modifiers:-1 if night and nightsights or day and binos are carried by the recon teams.

III. Erase all positions (except the ORP) from the objective. All equipment and additional ammo is considered to be unreadied.

IV. Expend 30 minutes disseminating information. (Actually occurs during next movement.)

V. **Go to 51.**

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212 The patrol fires on the enemy force. The patrol's volume of fire is relatively high. The enemy is also returning fire heavily.

I. Determine the patrol's casualties.
Execute an enemy attack on Attack Table D.

II. Execute a friendly attack.
Only Rangers in the assault element and the MGs in the support element* may fire.
(*If the assault position is between the enemy and the support element, the MGs may not fire.)
Modify the die rolls of MGs in the support element by Shift +1.
Reduce the enemy strength factor by the results.
Expend 1 ammo factor per weapon fired.

III. If the enemy strength factor is 0, **Go to 194.**
If the enemy strength is 1 or greater, **Go to 215.**

---

213 The patrol fires at the enemy forces while withdrawing by bounds. The least engaged element withdraws to a covering position to allow the other element to withdraw. Elements continue to alternate moving until contact is broken.

I. Determine the patrol's casualties.
Execute an enemy attack on Attack Table C.

II. **Go to 198.**

---

214 The patrol immediately begins to assault the enemy positions. The Rangers move by short rushes of 3-5 steps and maintain as high a volume of fire as possible.

I. Determine the patrol's casualties.
Execute an enemy attack on Attack Table D.

II. Execute a friendly attack.
Only Rangers in the assault element and the MGs in the support element* may fire.
(*If the assault position is between the enemy and the support element, the MGs may not fire.)
Modify the die rolls of the assault element by +1.

Modify the die rolls of MGs in the support element by Shift +1.
Reduce the enemy strength factor by the results.
Expend 1 ammo factor per weapon fired.

III. If the enemy strength factor is 0, **Go to 194.**
If the enemy strength is 1 or greater, **Go to 215.**

---

215 The patrol is engaged in a firefight with the enemy forces in the objective area.

I. Decide your reaction.

Reaction:	Assault	Withdraw
Go To:	**214**	**213**

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216 RECON PATROL VICTORY POINTS

I. If the patrol's mission was accomplished (the objective was successfully reconned), score 100 points.
If not, score 70 points.

II. Subtract: 10 points per Ranger left on the map*
5 points per K Ranger
3 points per W Ranger
1 point per w Ranger
10 points if the patrol was on the map (not in a patrol base) by the end time
10 points if the patrol fired its weapons within 1000m of the objective.
*not including Rangers in the patrol base.

III. **Go to 218.**

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217 COMBAT PATROL VICTORY POINTS

I. If the mission was accomplished score 100 points.
(Raid- enemy equipment at the objective destroyed)
(EEI Raid- equipment destroyed and EEI located)
(Ambush- proper enemy force/equipment destroyed)
If not, score 70 points.

II. Subtract: 10 points per Ranger left on the map*
5 points per K Ranger
3 points per W Ranger
1 point per w Ranger
10 points if the patrol was on the map (not in a patrol base) by the end time
10 points if the ambush is not in place by the indicated time limit.
*not including Rangers in the patrol base.

III. **Go to 218.**

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218 VICTORY LEVEL DETERMINATION

I. Determine the level of victory.

Point Level:	Victory Level:
100-91	Decisive Victory
90-81	Superior Victory
80-66	Victory
65-51	Marginal Victory
50-41	Marginal Defeat
40-31	Defeat
30-16	Superior Defeat
15-0	Decisive Defeat

II. If in a patrol base, **Go to 167.**

III. End of the Game.

NOTES:

1. At any point in the game that all of the members of the patrol, other than the PL, are W or K casualties, the game is over; ending in a decisive defeat.

2. Any time the patrol moves into a different type of terrain, movement halts. Immediately **Go to 37.**

3. To recover casualties left on the map, return to the location recorded on the map and conduct a security halt. Choose to reorganize the patrol.

4. To move the patrol along a different route than the one plotted for movement, the player must issue a FRAGO to the patrol. Once the route has been changed, it must be followed exactly. If the patrol is forced off the plotted route as result of reacting to combat, a new route must be followed back to the original, alternate or a new route. A FRAGO must be issued prior to resuming movement.

5. A security halt is conducted during movement to perform any of the following activities:
Recon for the ORP*, the patrol base*, or the RRP*
Reorganize the patrol
Recover casualties*
Issue a FRAGO to change the route
Cross a trail* or stream/river*
Request a time extension, mission abort or extraction*
Dispose of casualties
Prepare for a small boat movement*
Attempt a pre-planned link up with partisans*
*The patrol must be within 500m of the proper location.

6. If Rangers are lost in falling back to a rally point, do not erase their information from the PRL until the such time that you quit searching for them. They may be located by a search.

7. All patrol leader casualties are treated as - casualties for game puposes and are only recorded for information.